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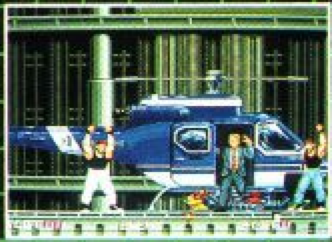
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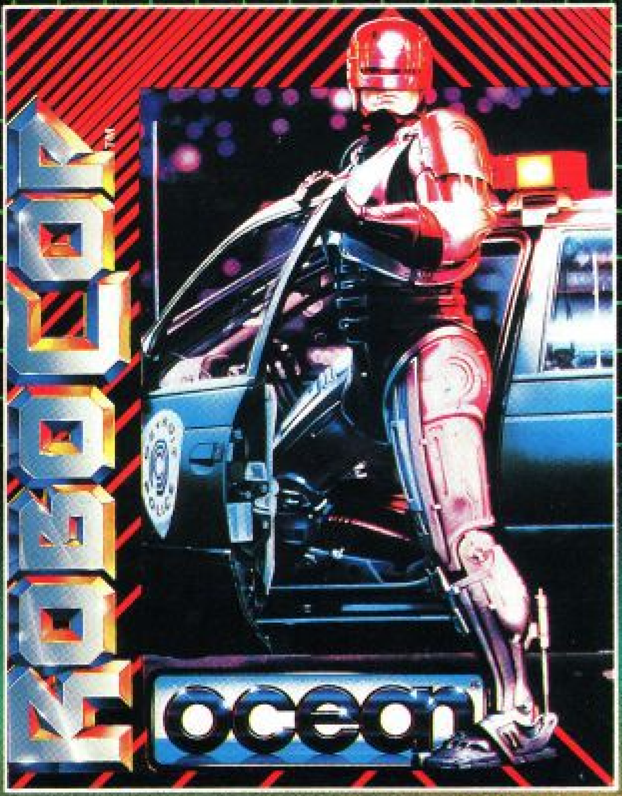
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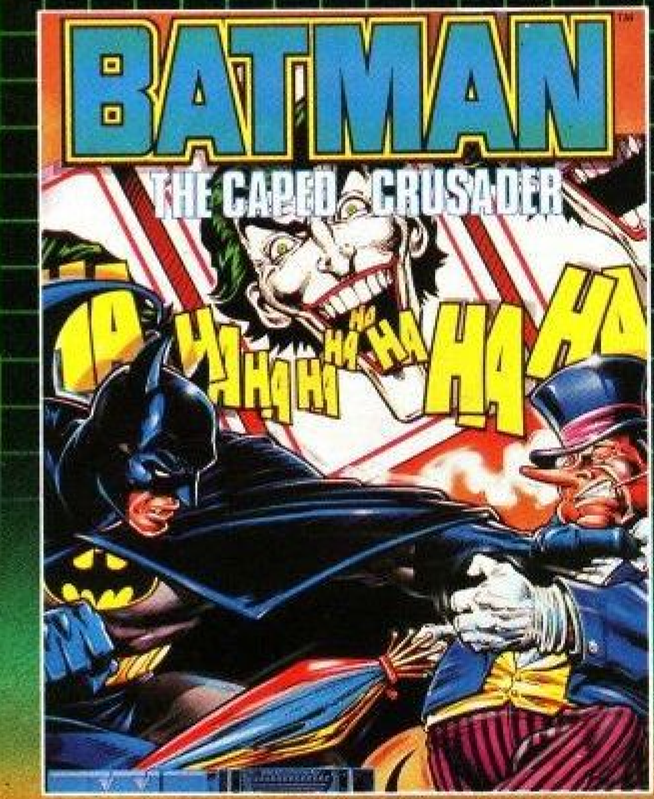
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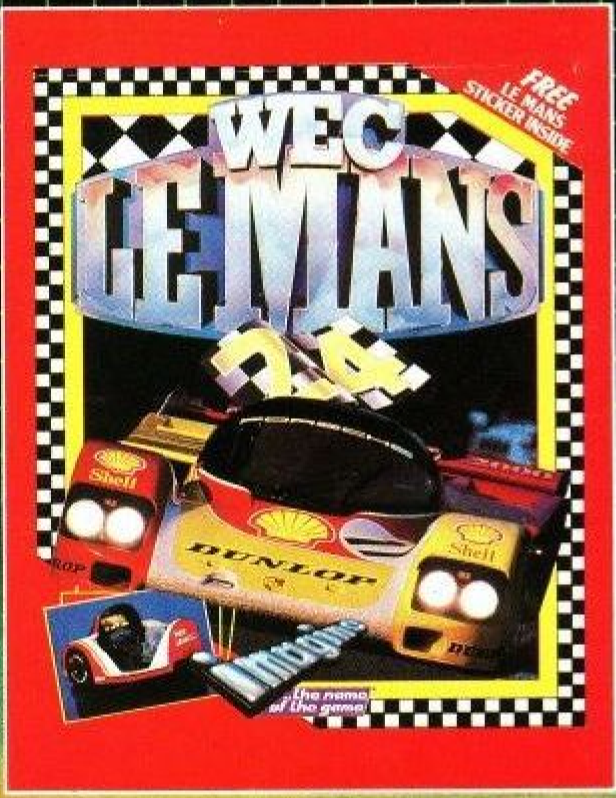
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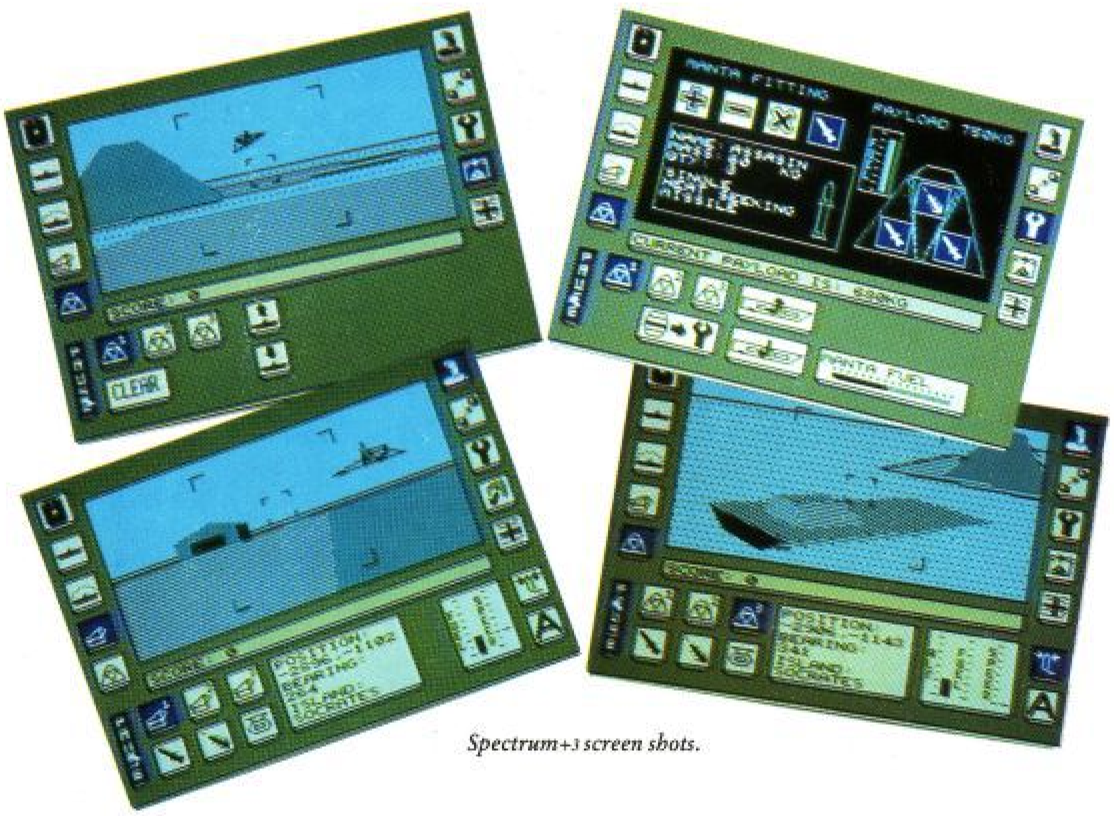
Carrier Command puts you in Total Mission Control from a super fast futuristic aircraft carrier with a variety of weapons, including amphibious tanks, planes and a high powered, turret mounted laser cannon to track and destroy your enemy.

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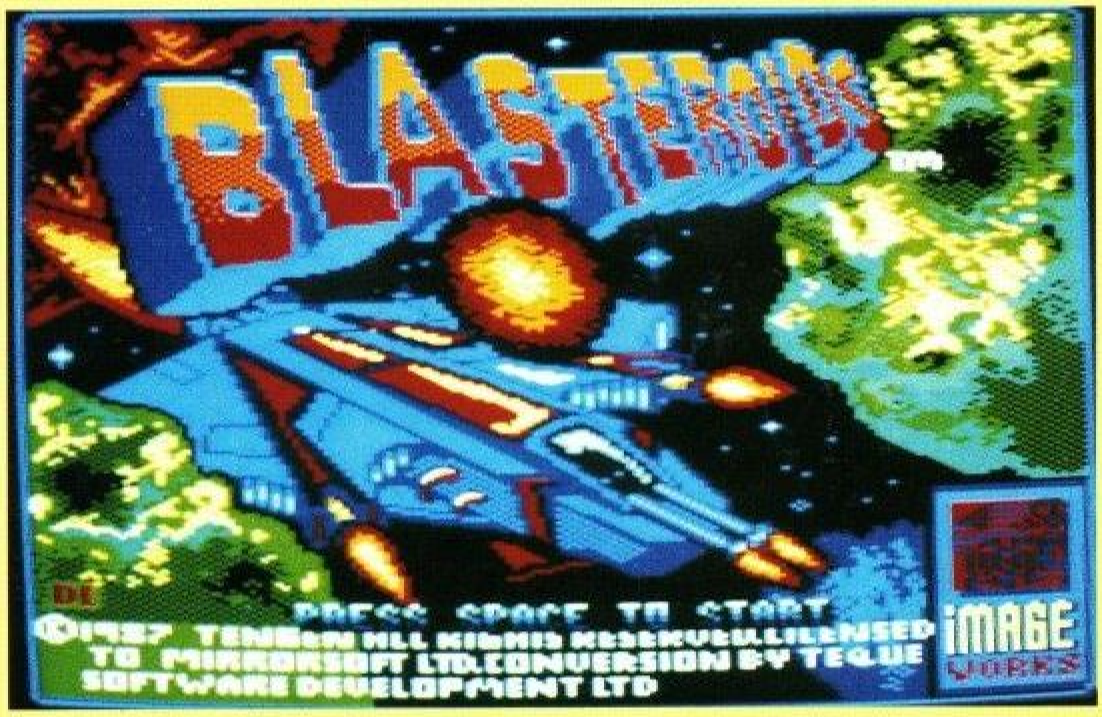
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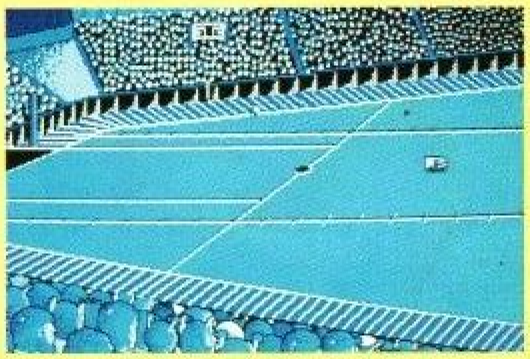
The official magazine for Amstrad CPC Users

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May 1989



REGULARS



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PROGRAMMING

FEATURES

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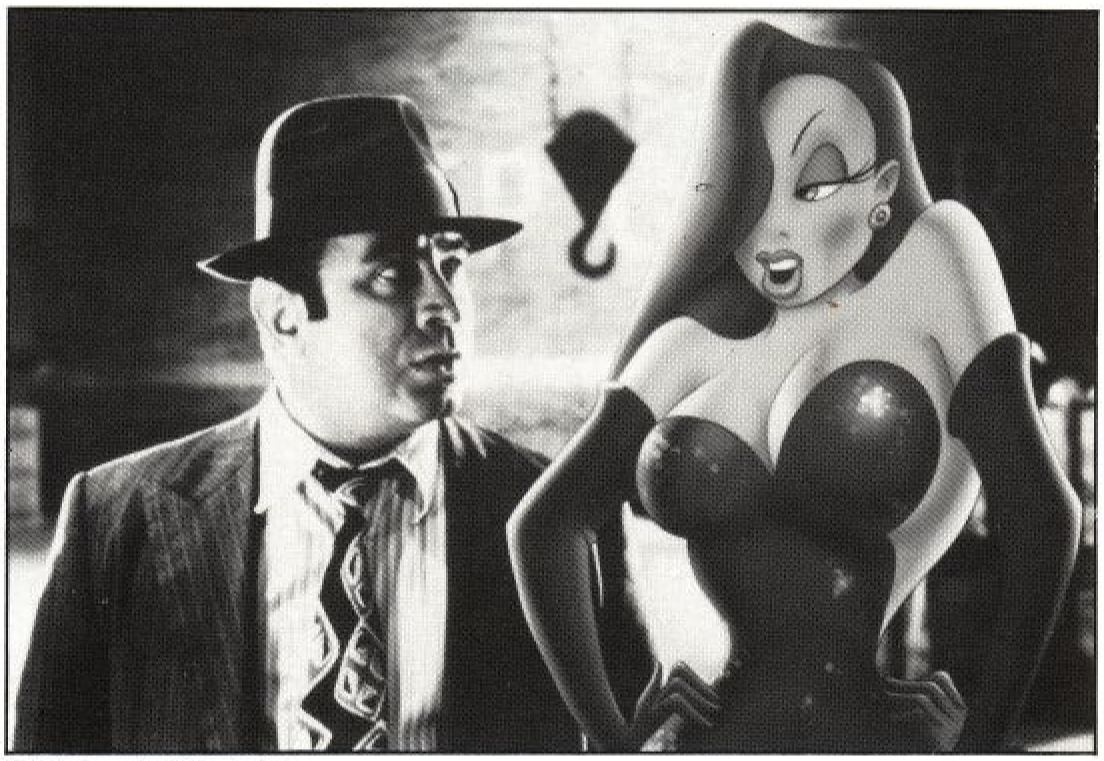
WHO SIGNED ROGER RABBIT?

THREE licenses are currently winding their way onto the Amstrad CPC, care of Activision. They are, one of the film, one children's cartoon, and one arcade machine andy should all reach the shelves in time for Easter.

Who Framed Roger Rabbit surely does not need any introduction. It is based on the incredibly popular Disney film released at the end of last year and already the main character, Roger Rabbit, has won the hearts of many people young and old. You must play the popular 'toon in his attempt to rescue his glamorous wife, and this is all done in three beautifully drawn sub-games.

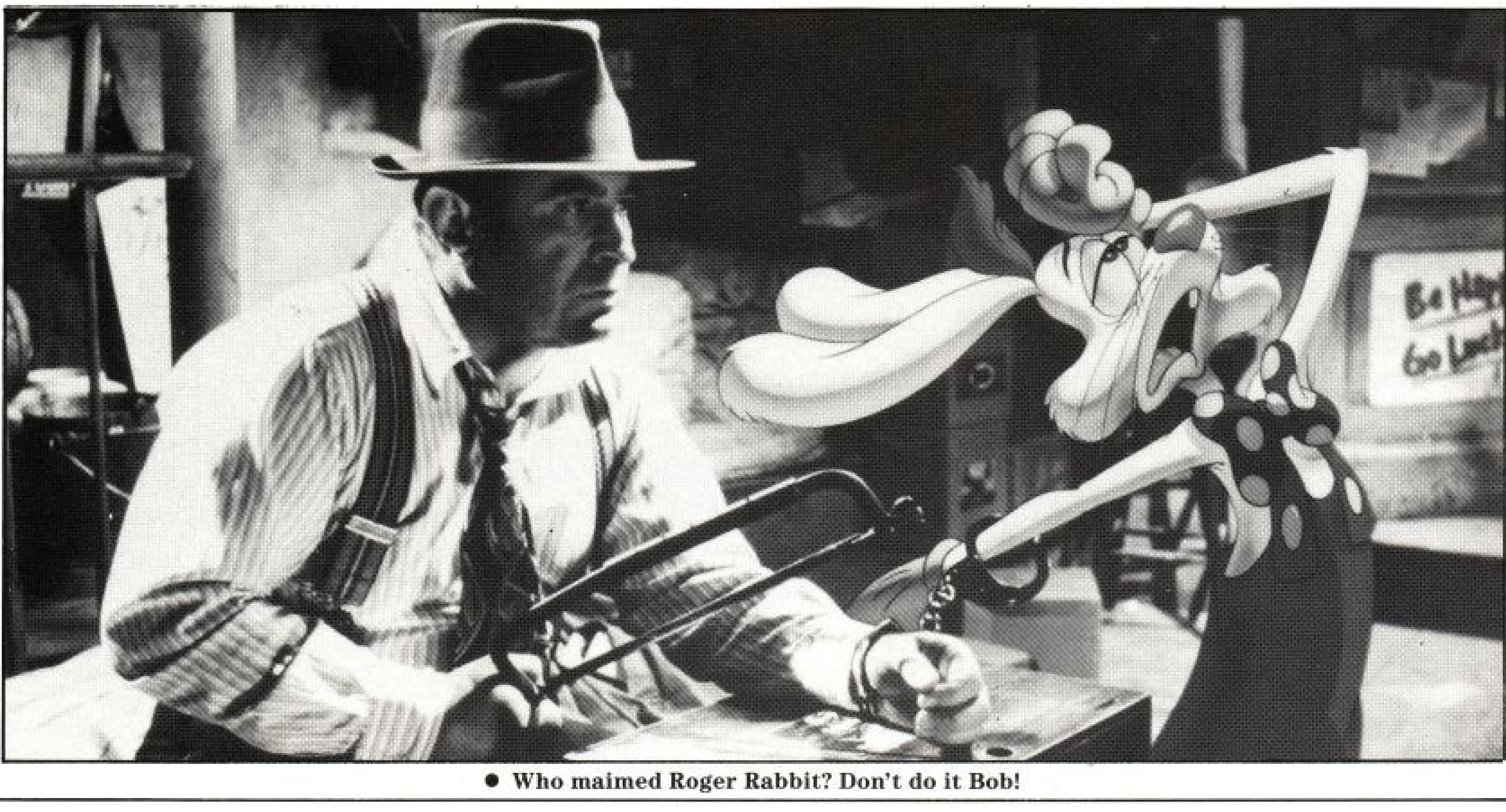
The Real Ghostbusters is a children's cartoon that has certainly taken off since it's first showing. Already there has been multiple merchandising of it's name, and it has almost overtaken the original film in ranks of popularity. Activision are hoping that the computer game will follow suit (with their previous release based on the film, still selling at budget price).

It features twelve levels of ghost zapping fun, with an end-of-level meanie waiting at the end of each one. The Real Ghostbusters is based on the arcade machine by Data East (also responsible for Robocop and Dragon Ninja) and will cost £9.99 on cassette, £14.99 on disk.



• **Hubba, hubba, hubba**

Another arcade conversion planned for April is Timescanner, which will be released on the Electric Dreams subsidiary label. It is rather special in it's gameplay, because the original version emmulated a pinball machine. What this has going for it, in preference to a normal pinball machine, is that each level promote a different screen layout, and thus makes it more varied in play. There is also a breakout type of bonus screen at the end of the game which makes all effort taken in playing worthwhile.



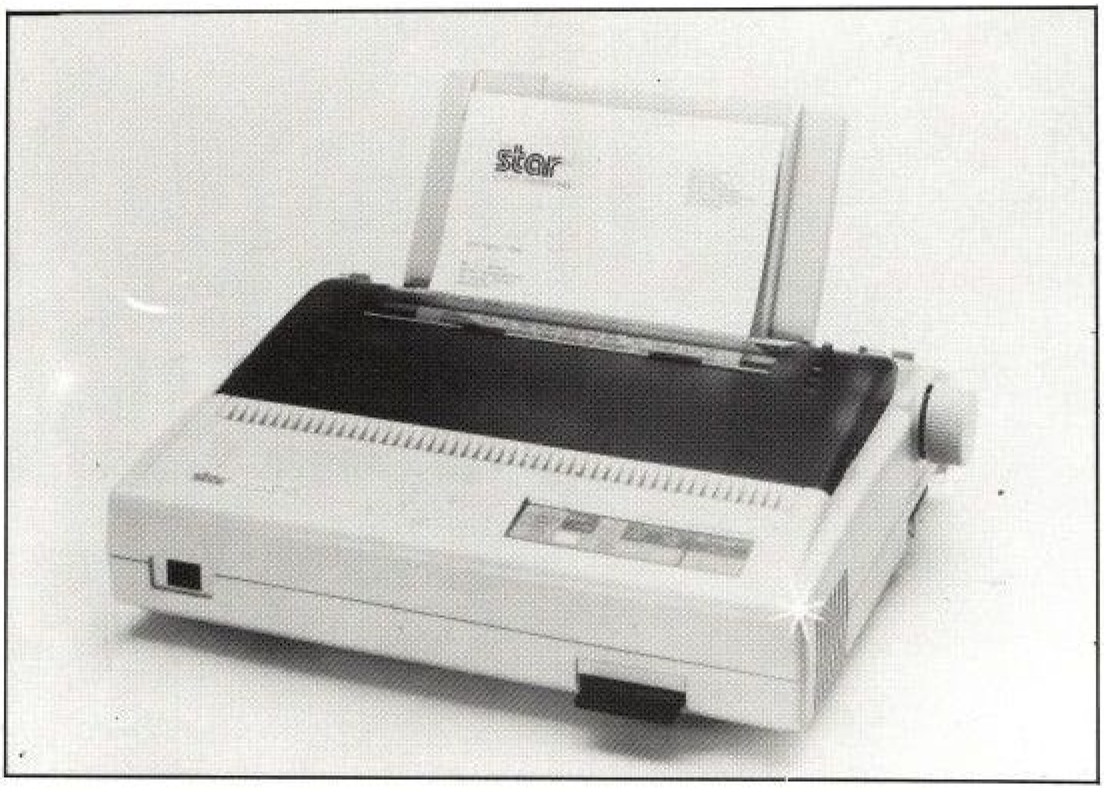
• **Who maimed Roger Rabbit? Don't do it Bob!**

LONG TERM ACTION!

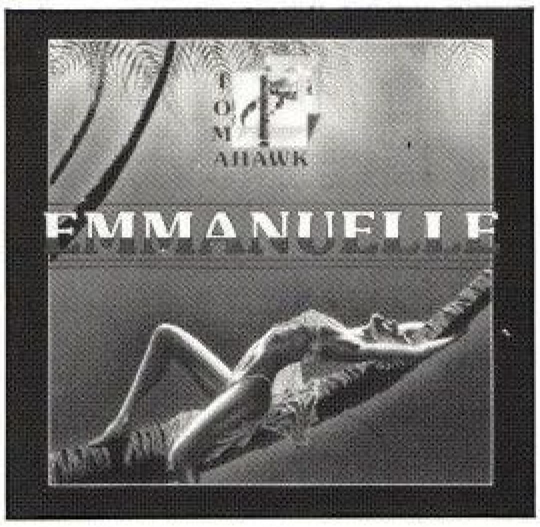
ACTION Computer Supplies are offering a 24-month warranty for Star printers (including both 24 and 9-pin), of which the LC10 parallel printer is by far the most popular. It is an 80-column IBM/Epson compatible machine, with bi-directional capabilities and a printing speed of 144cps draft, 36cps NLQ. Features include eight resident fonts and double and quad height characters. It also has a serial interface adapter and an auto sheet feeder.

If you have more money at your disposal it may be more worthwhile investing in the 24-pin LC24-10, which is also an 80-column parallel machine. It has eight resident fonts, like it's smaller brother, but extended features include a 7KB buffer, friction and puch-feed tractor feed, and automatic cut-sheet feeder, and a 32K memory expansion. The speed of printing is improved too, with draft operating at 170cps, letter quality at 57cps.

Action Computer Supplies, hail from Abercorn Commercial Centre, Manor Farm Road, Middx. Details can be obtained on (0800) 333 333, and it won't cost you a penny (according to Maureen Lipman!).



Gonna make you a star!



● Pixelised Porn?

FRUITY FROLICS

TO rival the scandal of the various "Strip Poker" games comes Emmanuelle from Coktel Vision. It is a game based on the famous, nay infamous, book by Emmanuelle Arsan which caused a veritable ruckus, and may a soft porn movie, on it's release.

You play a doting young male who has fallen for the sex superstar, and must travel the length and breadth of Brazil in order to find her. Before you can do so you must commit many sins of the flesh woth various beauties. This is all done using a rather ingenious icon technique (you interact with the background) and it should boast some excellent graphics (hmmm?).

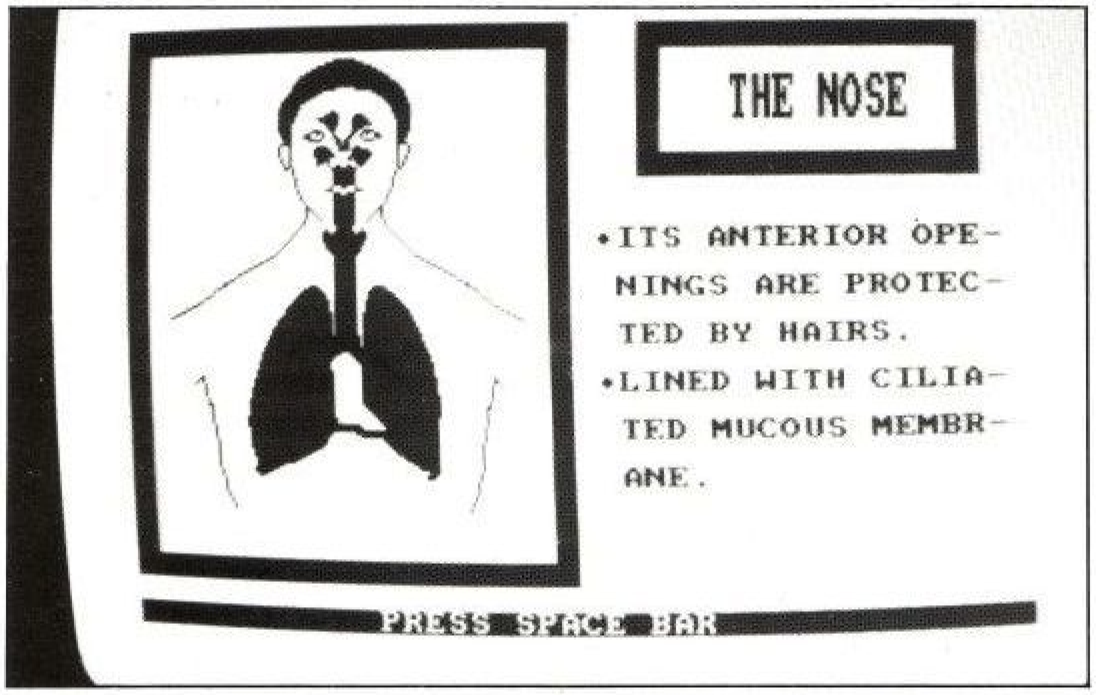
Emmanuelle should be released very shortly, and will cost £9.95 on cassette and £14.95 on disc.

EDUCATE THE WORLD

IN the opinion of many users, the CPC is one of the best educational machines, mainly due to the enormous amount of software available. Another two programs that aim to educate the masses are Happy Breathing and Happy Fractions from The Micro Computer Limited. They both have attractive graphics and animation throughout and would please the eye, as well as the brain, of many CPC users, aged 12-16.

Happy Breathing deals with the trials and tribulations of the Respiratory System, and the components, functions and mechanism involved in breathing. Happy Fractions, on the other hand, is more mathematical and features all aspects of the subject.

Both programs are only available on disc at the minor sum of £12.95. All enquiries/orders should be directed to TMC, 9 St. James's Terrace, Nottingham, NG1 6FW. Tel: (0602) 483440.



A HAMSTER ATE MY ROCK STAR

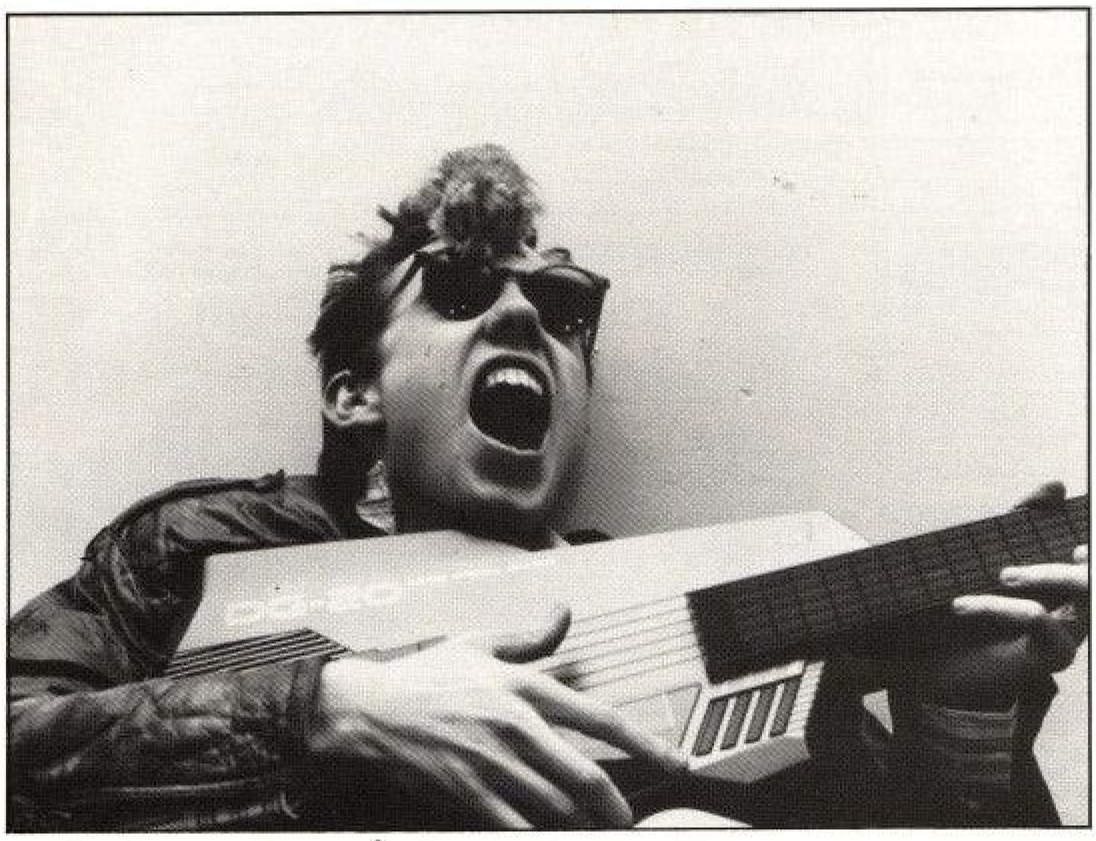
ALTHOUGH there have been some peculiar titles for computer games in the past, surely "A Rock Star ate my Hamster" is the wackiest. It is the new game in a large array of releases from Codemasters, and also holds the distinction of being its second full-price game.

It deals with the rough and ready world of the pop biz, and your quest as manager of a band to win those all elusive platinum singles. The way in which Rock Star is unique from any other simulation, is that as your band (chosen from a 50 caricatures of famous names) improve their dulcet tones, the racket emminating from your computer will become better. Although on a Spectrum we couldn't tell the difference.

Inside the box you will find two cassettes, one for the game and one for the data, and it will cost around £10 (give or take a penny).



• Vroooom!



• What a sensible fellow David Darling is!

Anther two games on the release schedule are Grand Prix Simulator 2 and Street Gang Football, both of which are in the £2.99 budget market. Grand Prix Simulator 2 is the follow up to the successful Grand Prix Simulator, which caused more of a stir in the press over it's cover artwork, rather than its gameplay. It is a top down arcade game in the Super Sprint mould, and is a definite improvement over it's original.

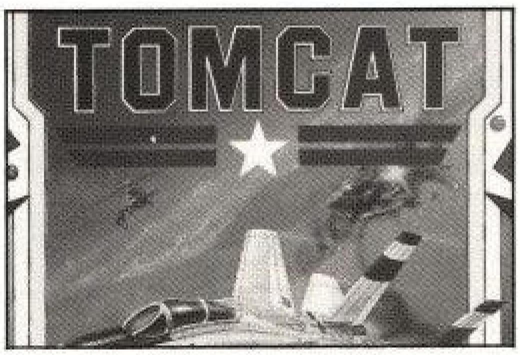
Street Gang Football is the latest attempt to convert soccer to the home-computer, and is another game that focuses on the more down-to-Earth (and violent) aspects of the sport. One interesting feature is that if you burst the football, you will have to continue playing with an old tin can (Ah, I remember the days!).

BUDGET BONANZA!

THE Interceptor Group, under the Players budget label, has announced three new releases that all carry the £1.99 price tag.

Tomcat is a game that has experience mixed reviews on other formats and now it finds it's way to the CPC. The aim of the game can be summed up in one word, 'destruction'. Although the plot has been changed to protect the innocent, it truly is a shoot-em-up. Helicopters, gun boats, enemy tanks and ground installations are all featured as you fly your your F-14 over treacherous ground.

If yo're a Cybernoid addict and you're looking for some cheap relief, Task Force is a game in a similar vein (although not



• Tomcat

officially so, of course). It is a flick screen shoot-em-up with hint of strategy (but only a hint), and the game will feature a stunning militaralistic soundtrack.

Fans of oriental games will be pleased with this last offering. Shanghai Warriors is an arcade style scroller with a plot larger than War and Peace. It all boils down to the fact that the only person stupid enough to attack the 'Snide Gantree' is a graduate of the 'Dragon Temple Karate Academy', i.e. you!

MONKEY BUSINESS

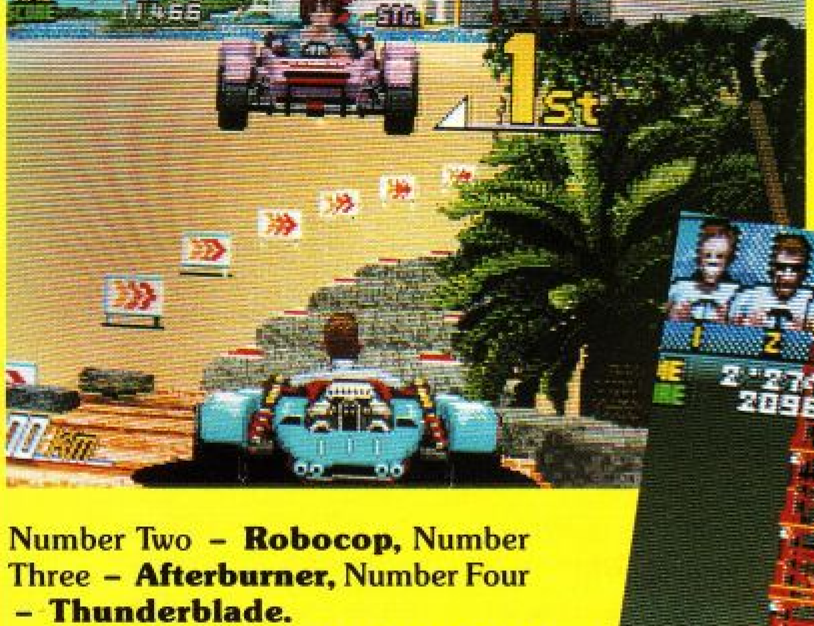
THE computer game "Bob's Full House" has been suspended, due to complications in the licensing agreement. Unfortunately Domark, under its subsidiary label TV Games, has acquired only the rights to use the format of the TV show and not Bob Monkhouse's name or image.

No court action is being taken by Mr Monkhouse, and negotiations are currently underhand to release the game with his endorsement.

JOHN COOK ENTERS THE NEON ZONE

Hallo, I'm John Cook and I spend large amounts of my time putting ten pence pieces in machines and getting very excited about it – and hopefully over the next few months, you'll start getting excited about it too, as we start this new regular spot on video games.

There is no denying that coin operated arcade game influence the type of computer game that you can buy for the CPC. A quick glance at the Christmas charts would have shown that: Number One **Operation Wolf,** Number Two – **Robocop,** Number Three – **Afterburner,** Number Four – **Thunderblade.**



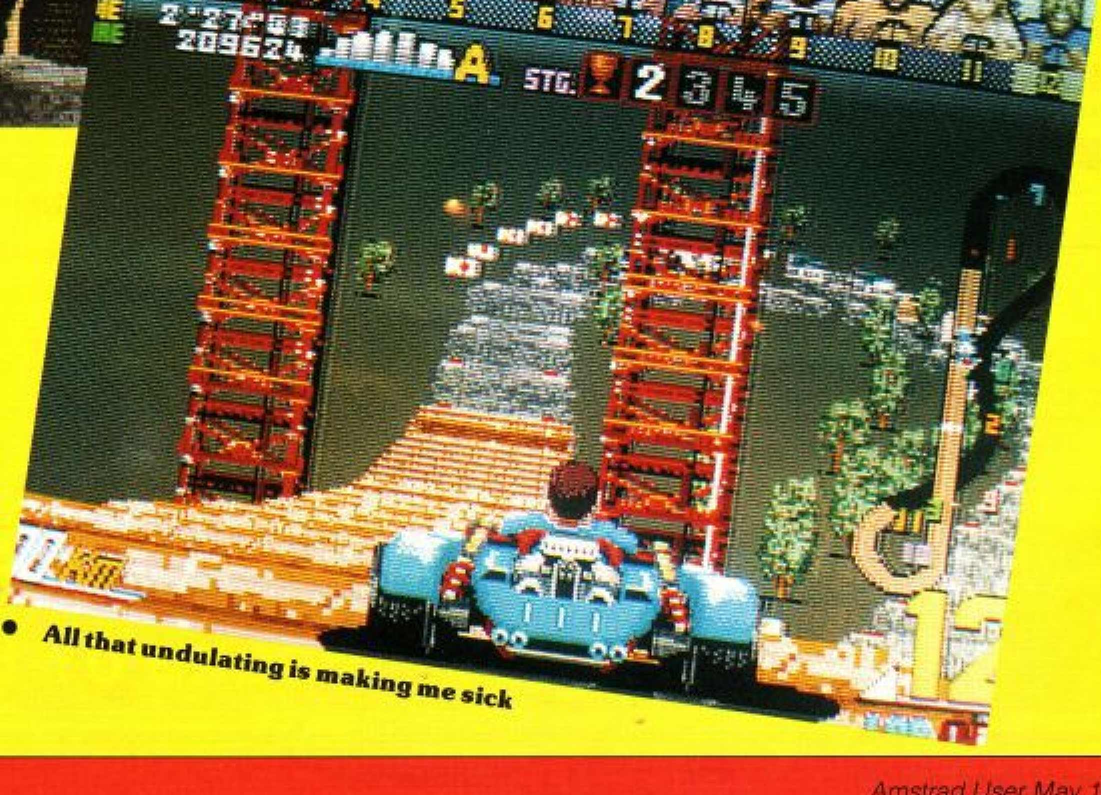
Well, I can tell you a couple of games that might well be in with a shout next Christmas, already. The amazing **Power Drift** and the superb **Winning Run.**

First, **Power Drift.** This is a game that almost defies description, such is the astonishing speed and sheer exhilaration of playing the thing, particularly in the, "throw me and my breakfast around," version.

It's from Sega, and if you were a regular player of **Outrun,** you might recognise a few of the routines used in this. It's a driving game, yes – in a dune buggy, but it's also a racing game, with you driving against 12 other drivers at once on one of five sets of courses (each with five tracks). It's simple steering wheel, two gears and accelerator stuff but those graphics! Wow!

Huge sprites, loads of 'em – in fact the screen is just covered with them going really and astonishingly fast. The track is sometimes on the ground, with scenery whizzing past at a phenomenal rate but sometimes it's on this timber section of track that undulates like a roller coaster. What a view!

And with 32,000 colours to choose from it really is a visual treat. But to produce all those fabby effects has not been easy – or cheap. There's 1 Meg of code. 4.5 Meg of pre-shifted sprites. Three 16 Bit processors. Two 8 Bit. Plus a separate FM sound board, with samples, etc, the lot.



• All that undulating is making me sick

You could go down to your local machine distributor and ask him to sell you one, only it'd cost you around £9,500. Start saving now!

Another game that made its debut at last months ATBI show was something from Namco – a Formula One game/simulator called **Winning Run.**

The main thing about this beauty is that it is running the fastest, smoothest most impressive filled vector graphics in the world to date on an arcade game. It truly takes your breath away.

The whole of the top ¾ of the screen – filled vectors and no cheats. The view is an out of the cockpit one, so

you can see the front of the car and the tyres. The tyres, instead of being made up of sprites are made up of tiny, tiny filled vectors. Double Wow! Especially when you realise that the refresh rate is something approaching a 20th of a second.

It plays like a dream too, in both easy-peasy mode (3 gears and not much realism) and simulation mode (5 gears and a lot), which is much more fun. You do a practice lap from the pits, and this determines where you are placed on the grid. The race itself lasts a scheduled 4 laps – but if you're particularly doddering, you'll run out of time before that happens.

The time you have taken on your practice lap determines your place on the grid in the race to follow.

When that starts, all hell breaks loose as the other computer controlled cars drive a fast and aggressive race. Going into the first corner you can almost believe you are actually there, with all the jostling for position and the roar of assorted engines howling in your ears.

The gameplay of **Winning Run** has been tuned to perfection. If you bump into another player, it's not a question of being blown to bits or spun off permanently (as would happen in real life). You simply go out of control and lose time, or hit barriers and lose even more time – time being a very important factor as it is this you are running out of. Completing a lap gives

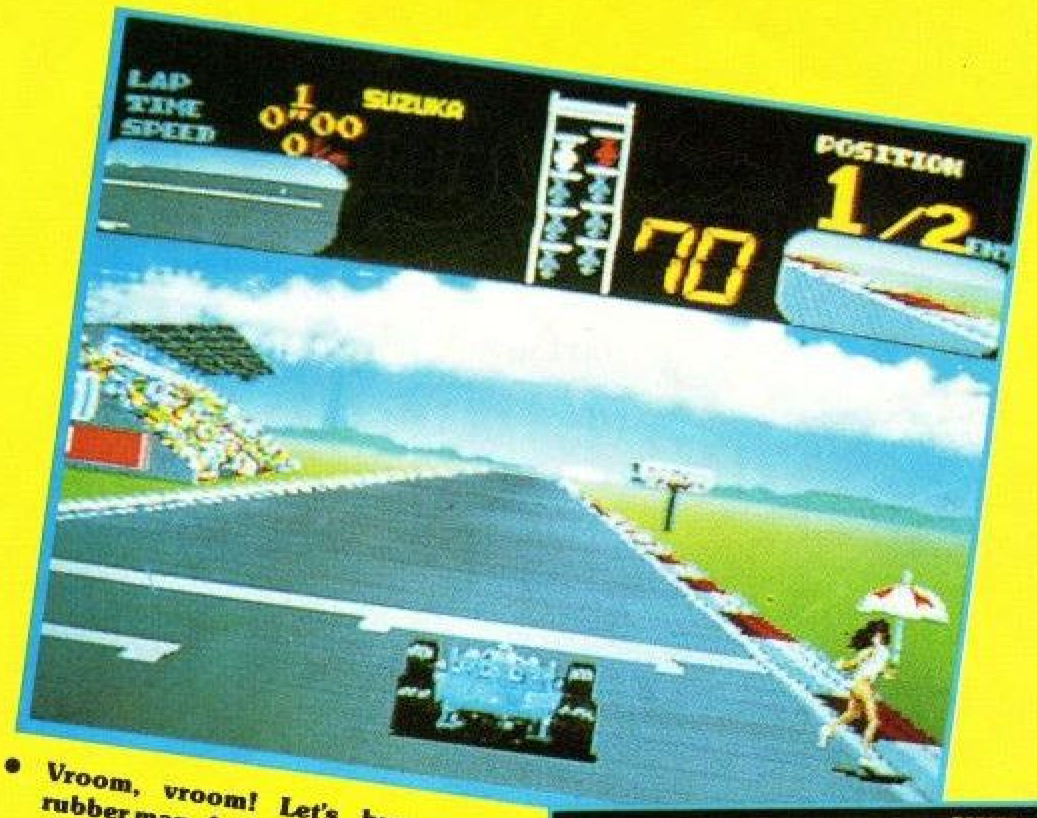


you some extra time to play with but if you hang about, your timer will run down to zero and you'll be out of the race.

The best single player race game ever devised to date **Winning Run** is the kind of game the punters will be queuing up to play this summer.

Another racing game that is continuing to take the place by storm is **Final Lap** – being converted to home micros in the Uk by Domark.

Even though it is around nine months old, it is still packing the



• Vroom, vroom! Let's burn some rubber man. And if anyone gets in the way they'll get burned too.

crowds around it. Why? Because it's the first racing game where you can play head to head against another human opponent!

The unit comes as a two monitor, two steering wheel unit, with each player having a 'behind the car' view of the track (the cars themselves are touched up digitised pictures of real Formula One cars).

As a one player game, it was the best of its kind when released, but once you get to know the single track well, plus the moves of the computer cars, it lacks a bit ... although admittedly, this process takes a good month or so of very regular play.

The extra dimension is added by having another human controlled car on the track – preferably someone whose nose you want to really rub into it. **Final lap** is certainly a game where a little good natured niggle makes all the difference.

So, it's onto the grid, both of you side by side, and away. Bumping into each other is obligatory as you weave your way around the course looking for advantage. The controls are simple enough so not as to intrude – hi/low gears and an accelerator.

The first lap is just you and your opponent, but on the second lap and there after until the end (four lap assuming you don't run out of time) there are computer controlled cars to make things that little bit more frantic.



Again, it's the gameplay – tuned to perfection, that makes the game so competitive. It has been programmed so that the car behind has a slightly higher top speed that the leader . . . and so can catch up after a crash or a spin out.

Also, if you are a very long way behind, the machine has the habit of removing intervening computer cars – to make it more likely that you'll catch up.

The result is, with two well matched players, head to head confrontation on the final corner of the final lap. What more could you ask of a game? Four player **Final Lap**? Well, assuming the arcade operator has two double units, you can have that too!

It'll certainly be interesting how the game converts down to the CPC – let's hope whatever, there will be the option to play the game head to head, joining two machines together. We'll see.

That's it for this month – catch you next issue with news and some tips and hints on how to play some current games – and get on that all important Hi-Score Table.

COMPETITION

WIN A DISCMAN!

What is the well to do person about town listening to these days? Forget your pokey little personal stereos, your Walkman's with radios and graphic equalizers, and even those truly gross ghetto blasters.

If you wanna be cool, if you want real street cred, if you want something that costs a lot of money, then you've got to enter the great **US GOLD/Amstrad Computer User** Sony Discman competition.





Check it out funsters, a portable CD player of your very own, brought to you by those generous folks at **US Gold,** and your fave CPC magazine, **ACU.**

All you have to do is answer the following three questions, and send your answers, on a postcard, to Discman Competition, ACU, 3rd Floor, Greencoat House, Francis Street, London SW1P 1DG.

(1) What was the 1987 Christmas No.1 computer game?

(a) Gauntlet
(b) Out Run
(c) Operation Wolf

(2) Where is **US Gold** based?

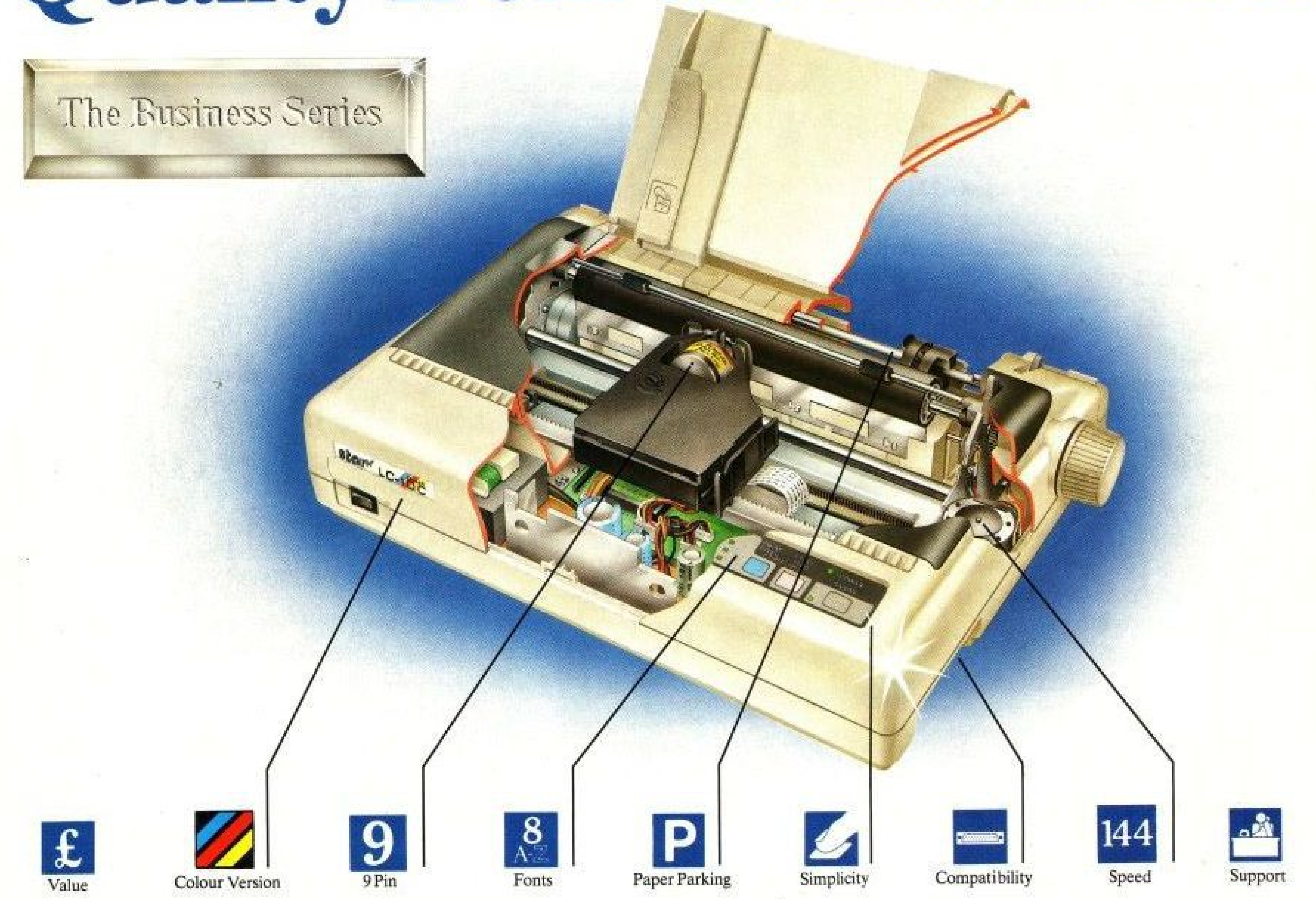
(a) Manchester
(b) Liverpool
(c) Birmingham

(3) What is the best selling LP of all time?

(a) Thriller
(b) Brothers in Arms
(c) Dark Side of the Moon

The closing date is May 31st, so get those entries in.

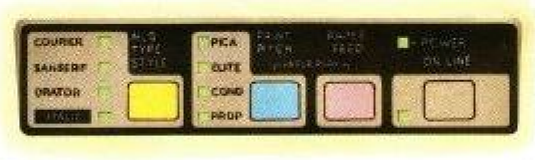
Quality from the inside out.



The multi-font LC-10 is simple to operate, easy on the eye and comes complete with some features you won't find on many more expensive models.

The LC-10 is compatible with almost every computer's needs whatever the system. It can emulate most industry standards with ease, (there's even a Commodore version) a standard feature that we think should always be included. For connection over longer distances, there is even the option of a low-cost serial converter. And the range includes two models that also give you the option of first class seven colour printing.

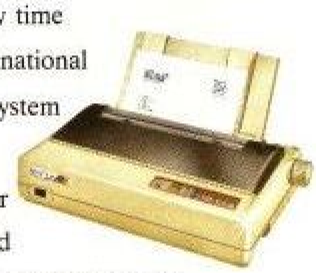
Putting the LC-10 to work couldn't be simpler. At the mere touch of a button on the front control panel you can set your margins, choose from one of eight Near Letter Quality fonts and pitch sizes or simply put the paper feed into action. (No more inconvenient DIP switches to hamper you). And with the clip-in replacement ribbons, we've made ink stained fingers a thing of the past.



144 From 0-144 characters in one second and that's just the elite draft. The LC-10 also performs word perfectly at a rapid 36 cps with its exceptional Near Letter Quality printing for pristine correspondence and important documents. And while you print, the 4K text buffer frees you and your PC to get on with other things.

£ No other 9-pin printer in this price range can match it. Features like its generous buffer, built-in push tractor and revolutionary paper parking facility are included as standard. While the colour versions will give you impressive full colour graphics at very low cost. You could hardly ask for more from a printer.

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Disc £29.95

TASWORD 464-D

The Word Processor — with Mail Merge

The TASWORD especially developed to utilise the capabilities of the CPC 464 and 664 disc drives. Additional facilities include a larger text file size and automatic on-screen disc directories during save and load operations. A major feature is the data merge facility. Mail merge, in which a letter is printed any number of times, each individually addressed to a different person, is just one application of this powerful facility. TASWORD 464-D is supplied on, and only runs on, disc.

Disc £29.95

TASWORD 464

The Word Processor

Your 464 becomes a professional standard word processor with TASWORD 464. Supplied complete with a comprehensive manual and a cassette which contains both the program and TASWORD 464 TUTOR. This teaches you word processing using TASWORD 464. Whether you have serious applications or simply want to learn about word processing, TASWORD 464 and the TUTOR make it easy and enjoyable.

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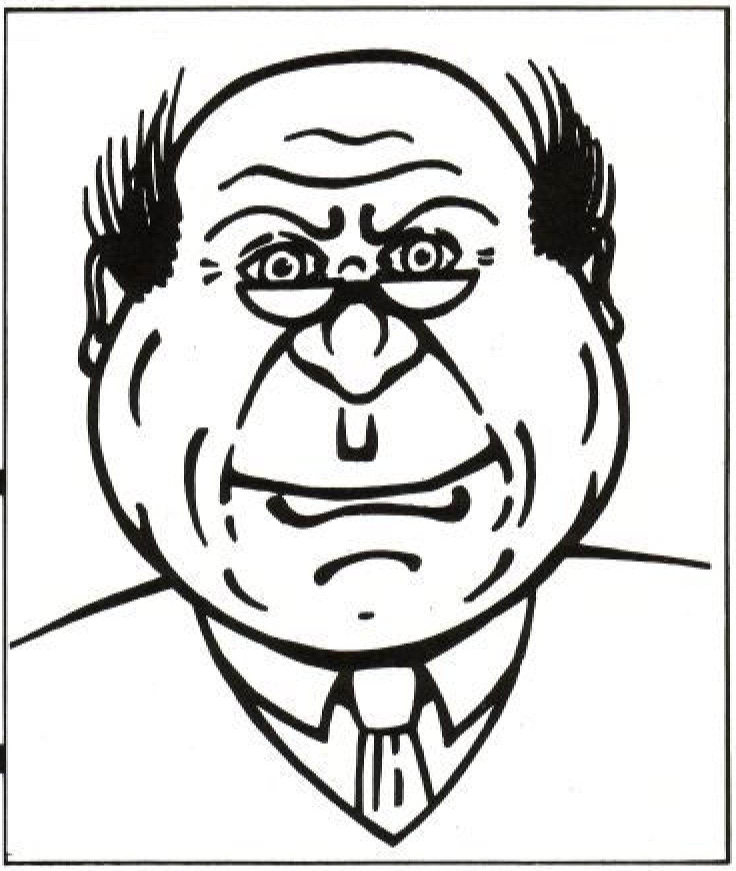
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Applications advice



David Foster limps into action with a sick computer

This month we have a bit of a mixed bag of problems, largely due to the mail sent in to this column getting a bit fouled up with the change of address and problems getting it forwarded on to me. Hopefully this is all sorted out now and things will be back to normal next month. If you have written in and no reply has been published, then with a little luck it will be in next month's column.

I occasionally get letters from people saying that they don't think that an answer I have given is satisfactory in view of the fact that we are a part of Amstrad, so ought to know. ACU might be the Official Amstrad Magazine, but it is not a part of Amstrad Plc and I am not an employee of Amstrad, nor, as far as I know, are any of the other contributors. When I want information on something, I have to go out and get it the hard way, by ringing the software manufacture or asking around, so it isn't always possible to come up with a satisfactory answer.

MINI OFFICE 2 COMMS MODULE



I still keep getting enquiries from people having trouble using the **Mini Office 2** comms module, so it is perhaps worth repeating my earlier reply once more.

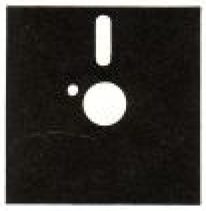
The Comms module makes uses of commands that are incorporated in the original Amstrad RS232 Interface software. It will therefore not work with any other RS232 interface. It is easy to tell whether you have the correct interface as the required Amstrad Interface was supplied with a separate power supply which had to be connected to it. This interface is no longer available, unfortunately (or maybe

> "MEX has a very good reputation"

fortunately, as the software that came with it wasn't really very good).

If you haven't got the right interface, then you will have to use some other software for comms work. Most of the Serial Interfaces were supplied with software which is adequate for most purposes, but **MEX**, Public Domain CP/M comms program has a very good reputation for use with normal Scrolling Terminal BBs and overlays and patches are available to make it work with most interfaces and modems. For use with Viewdata services such as Prestel, the **Cage Comms Rom** takes a lot of beating. If you haven't got a rom on board, or can't replace the rom in your interface with it, then **Axis** is a good alternative which runs under CP/M.

GRADUATE CP/M ROMS AND AMSDOS DISC ERROR MESSAGES



Peter Ceresole has written in to say that he has now got the **Graduate** CP/M roms and agrees with me that they make a world of difference to using CP/M on the CPC. He also makes the very valid point that they also make a lot of extra disk space available, as not only does it let you remove the EMS file from the disk, which frees about 25K, but it mans that the disk can be formatted as a Data Format disk, rather than a CP/M disk, freeing another 10K for data. With some programs and only a single drive, it will make a big difference to the amount of data that can be stored without having to swap disks repeatedly.

The only problem that he has with the **Graduate** Roms is that they speled his address incorrectly and the owner's name and address are embedded into the rom. The moral is that if you are ordering a set of roms,

make sure you print your name and address very clearly!

Peter also wants to know whether there is any way to trap the 'Disc Missing' error message you get if you try to change to drive B: when there isn't a disc in the drive, so that he can replace it with his own message in a **Protext** loader program. He has asked a number of people and no-one has come up with an answer. As far as I now, the answer is that you can't readily do so, either from Basic or machine code, unless you fancy re-writing the Disc Operating System! With a bit of luck some will prove me wrong.

PRINT STYLES WITH SUPERCALC 2

Major Walters has written from Cyprus about a problem he has with **SuperCalc** 2. The manual describes how to insert codes into the spreadsheet to allow condensed printing instead of Pica, but has been unable to insert any other codes into a spreadsheet, whereas with **Mini Office** 2, he can embed whatever codes he wants.

"Major Walters wonders whether the CP/M SETKEYS command has anything to do with his problem"

Major Walters wonders whether the CP/M SETKEYS command has anything to do with his problem and how **SuperCalc** knows about condensed printing.

I am sure that it is nothing to do with SETKEYS, but it may be that the SETLST command can be used to send the required codes to the printer before loading **SuperCalc**. This depends on two things. Firstly, Major Walters doesn't say exactly what he wants to do, but if all he wants is to select NLQ, Elite, or any of the printer commands that have a global effect on the document, it is possible to send the required codes to the printer before loading **SuperCalc**, by using SETLST. Secondly, **SuperCalc** may perform a complete printer reset before starting printing, in which case sending the codes beforehand with SETLST won't work as all the codes sent will be discarded. Unfortunately, I do not have a copy of **SuperCalc** 2 to hand so cannot try it out.

SuperCalc is a relatively old program and dates back to the time when very few extra print styles were available on printers. One of the few things which is relatively standard and applies to most printers is that Condensed printing is set with the code '15' and reset with '18', so **SuperCalc** probably just sends these whenever it is instructed to with the Ctrl-O command.

SETLST requires a text file creating, containing the sequence of codes needed by the printer. These are entered in a special form, with each code being preceded by a caret (The 'up arrow' symbol on the main keyboard). The codes may be expressed as names or numbers in Hex or decimal format.

If you want to send the sequence of codes 'ESC 77', which is the sequence to turn on the Elite typeface on an Epson, this may be entered as:-

^ESC'^M in code names and characters

or ^27'^77' in Decimal

or ^&18'^&4D' in Hex

Once the file has been created, it should be saved on to the disc with a suitable name. If the file was called 'ELITE.LST', it could be called with the command 'SETLST ELITE.LST'. The file called SETLST.COM must also be on the disc. If this works with **Supercalc**, the process could be automated by creating a Submit file to give the SETLST command, followed by the command to load **SuperCalc**.

ATLAST DATABASE

Gavin Smythe, from Edinburgh, wants help with the **AtLast** database. He doesn't say whether it is the original **AtLast**, or the current **AtLast Plus** program, but in this case it doesn't really matter as the situation is much the same with both versions. Every time he comes to print anything out, he has to answer questions about whether it is to go to file, screen or the printer and whether each record should be on a new page etc. As he always uses the same report form and prints on the same type of paper, he wants to know whether there is any means of configuring AtLast so that is always uses the same settings and saves him having to answer the questions every time.

Unfortunately this is not possible with either version of **AtLast** and it might not be desirable in any case. If the setting was for 66 lines for the printer and you decided to preview the data on screen, it would disappear off the top of the screen before you had a chance to pause the display.

CPC TO PC

I have received several enquiries about whether Amstrad CPC programs can be used on the Amstrad PCs if the people concerned decide to upgrade to a PC and also whether data created with a program on the CPC will be usable with PC programs.

The answer to the first question is very simple. No. You can not run CPC programs on other machines, except in the case of some CP/M programs which may be used on other CP/M computers and, in a few cases, under a CP/M emulator on the PC. I wouldn't bother trying to run CP/M programs on the PC though as most of them run very slowly by the time the emulator has done all its work.

The second question, about whether data from a CPC program is usable on a PC is slightly easier to answer. In many cases, it is relatively straightforward, once you have managed to transfer the data onto the PC. Nearly all those companies that produces a versions of a program for both machines have either made sure that the data formats are the same, or provide conversion programs to rearrange the data into a suitable form.

"It is generally possible to export the data from the CPC as an ASCII file."

Even if there is no equivalent program on the PC, or a conversion utility is not provided, it is generally possible to export the data from the CPC program as an ASCII file and virtually all PC software has an ASCII import facility. The only time where there may be a problem is with those CPC programs that save their data in binary file format and do not have any ASCII file creation facilities.

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POWER TO PRINT

Paul Gaunt reviews the Mannesman Tally MT-81

Many home computer users will, at some time, find a need for a printer. If you are not familiar with the common terms as used as printer jargon, you will find that purchasing your new peripheral can become a real nightmare. Serial and parallel interfaces, 130cps in NLQ, nine pin dot matrix. What does it all mean? If you don't understand these terms – and there are many others – then your first step should be to get someone to explain it to you. Another good idea is to avoid asking a salesman. Many know as much as you, and will just try to sell you something you don't want.

CHOICES

At the present time, there are many printers on the market, all offer outstanding value for money, or at least that's waht the manufacturer would have you believe. But as we all know, hype is a common problem with equipment of any kind and products rarely live up to the new owner's expectations.

Another problem faces many home computer users; money. You may desperately need a printer to do some work, but you may not be able to afford the printer which you want, and so compromise and buy one which boasts many fatures, but at a much lower price.

So your problems are solved, you buy the cheaper model and eagerly rush home to try out your new toy.

It is a well known fact that the cheaper a product, the less quality you get for your money. In the end, many people curse themselves for not saving a few more pounds and buying the machine of their dreams.

Mannesmann Tally has recently launched a new model, which is designed to grab a large proportion of the budget printer market. The MT-81 does offer outstanding value for money, but at the cost of quality.

Boasting a printing speed of 130 characters per second in draft quality, the printer works at an average speed for todays new models. The MT-81 is also equipped with Near Letter Quality printing which operates at 24 characters per second.

For many of you, it will come as no surprise to hear that it accepts both tractor – fan-fold – paper as well as standard single sheet, A4 and under. But to hear that for the seemingly low price of £149, that the MT-81 incorporates paper parking, you might fall off of your chair. In fact, the MT-81 isn't this cheap, as the price is exclusive of VAT, and so the paper feature would seem to be reflected in the retail cost.

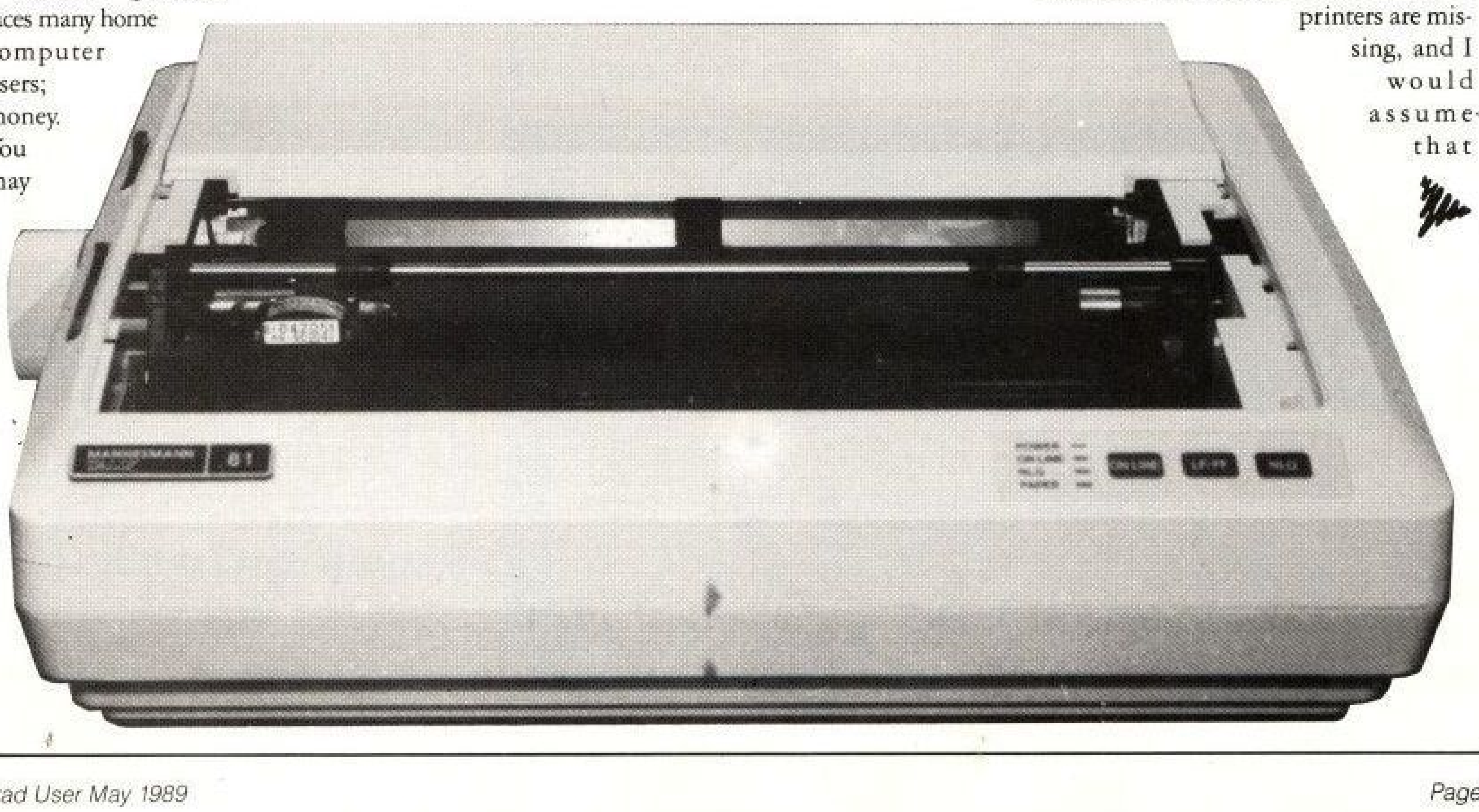
PLASTIC

But even so, the printer is still relatively low priced, and does offer a few nice features, such as paper parking. How have Mannesmann Tally been able to afford to produce it at such a cost? Especially seeing as the other printers in the range are quite costly.

After removing the two piece cover, you are able to see quite how they have managed it. The inside of the printer is made of plastic and aluminium. In most printers the plastic is standard, although in the majority the metal parts are of a iron based alloy – this is more expensive and substantially heavier.

Two notable features of the most basic of printers are missing, and I would assume that

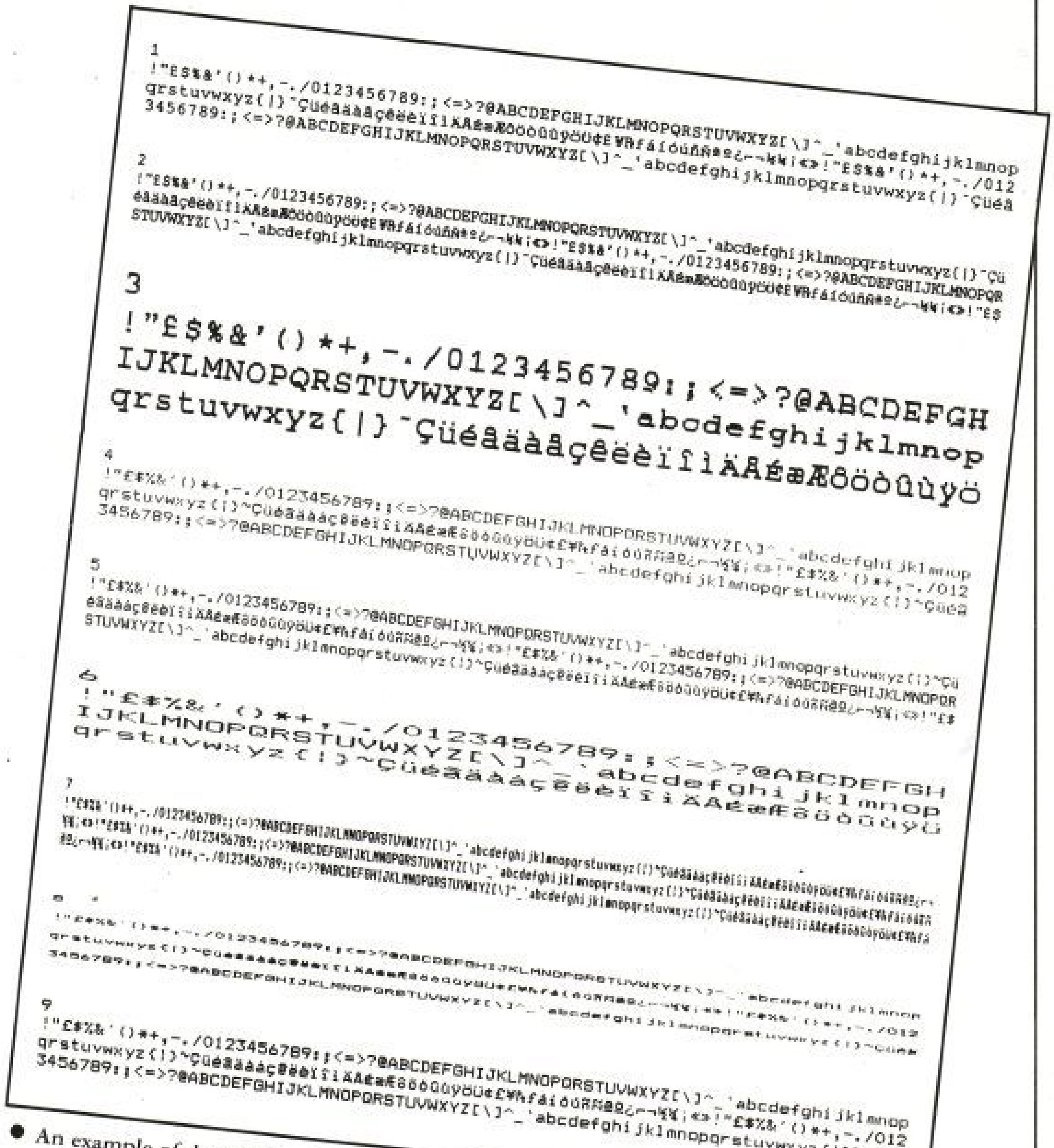
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these also contributed to the low cost of the machine. These two absentees are the callibration of the bail arm and the facility to move the print head in relation to the platen – to change the density of the printing.

The actual print quality of the unit is quite reasonable for a 9 pin print head. Near letter quality is made up of two print runs, the first prints most of the characters, while the second completes them. Like most printers, the MT-81 offers Pica, elite, condensed and extended characters in both draft and near letter quality.

The front panel on the MT-81 looks quite harmless, although once you have read the manual, further functions unfold, and attempting to memorise them is a full time occupation. The panel itself consists of three touch pads for on/off line, line/form feed and near letter quality and four L.E.D. indications for power, online, NLQ and paper out. Some of these flash to indicate various options, but again, it's text book time if you want to learn what these mean.



● An example of the MT-81 print out

PARKING

By pressing the online and line/form feed buttons together, at exactly the same time – a split second out and it won't work – you activate the reverse paper feed option to 'Park' the fan-fold paper. This allows the user to insert single sheet while still having the continuous paper loaded.

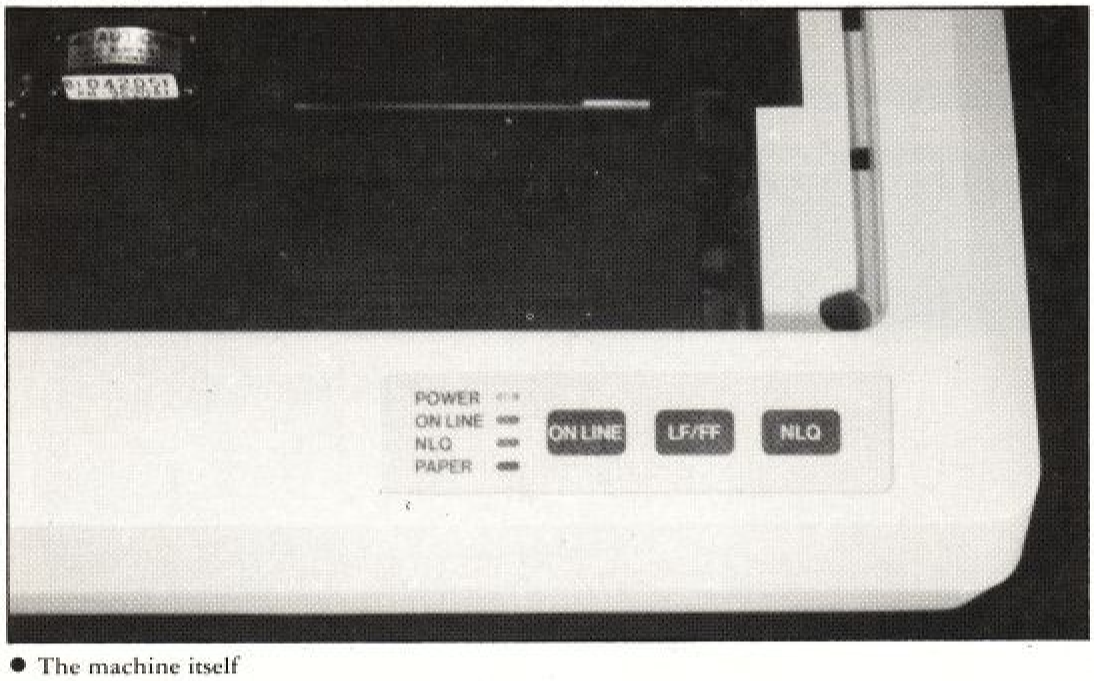
Pressing the online and NLQ buttons puts the printer into select mode. From here you can change the print style by continually pressing the NLQ key. Nine different functions are available from here, and range from changing the type style to resetting the printer and slashing zeros. It is here that you really need to refer to the manual to get the output you require. I for one could not remember all none functions.

The MT-81 is a noisy beast. You certainly know when it's run out of paper, as it bleeps away quite happily. And just when you think it's finally stopped, it's off again. Pass the Nurofen please.

Thankfully, the piezo transducer, which is well hidden, can be quietened down by making a further multiple front panel key press. Remefmber that if you can!

The manual is probably one of the worst I have seen in a long while. Providing instructions in five languages, it merely skims the surface of the machine, and lacks all detail. Fair enough, it's literally full of illustrations – what do they say? Oh Yea, a picture can tell a thousand wrds! In this case, a thousand words would have been far more useful.

The MT-81 is a good printer and does offer good value for money. It is both Epson FX-85 and IBM Proprinter compatible and is supplied with a centronics interface. A face serial RS232 interface is an optional extra. It provides reasonable quality print plus a few extra facilities, but at the expense of ease of use.



● The machine itself

BrunWord

"BrunWord offers considerable flexibility . . . excellent spelling checker . . . very easy to use datafile" – CWTA
"BrunWord is a very competent programme" – AMTIX
"Real value for money . . . user friendly and fast" – Amstrad Action

BrunWord 6128 £25.00

A superb word processor is combined with a lightning speed spelling checker and a card filing programme, to give you a fast and versatile word processing package. Whether your requirement is writing a few letters or the composition of a complete novel, you will find no better assistant than BrunWord. It is written to be easy to use and yet has all the powerful features that you expect from a comprehensive word processor.

Simply type RUN "BRUNWORD" to load the word processor, the spelling checker and the 30,000 word dictionary. When the loading is complete, remove the BrunWord disc and put safely away. The disc drive is then completely free for your own data disc.

Remember that many word processors only work efficiently if you have a second disc drive. For example, the disc version of Protext needed the disc to be changed eight times to check the spelling of our test file, whereas BrunWord needed no disc in the drive.

BrunWord is supplied with a 40 page manual which has several detailed examples, starting with step by step instructions to produce and print a simple letter. But the very first step is to load the TUTOR file into BrunWord. This takes even the complete novice straight into word processing and demonstrates the powerful editing and formatting features of BrunWord. There are also examples of printer control, showing how to create headings, to underline or to emphasis, and five deliberate spelling errors for you to correct. The tutor takes about 20 minutes to run through and after that you will feel confident to type in your own text.

BrunWord Features

*40, 80 or 128 column display *Touch typing speed over 200 words/min *True insert or overwrite *Justify/unjustify paragraph or whole text *Justified text has balanced appearance *Instant word wrap *Block save, move, copy, insert and delete *Local editing with word delete/undelete *Adjustable margins and TABs *Column/Line/Page display with file name *True word count *Find and replace *Help menus *Memory filing system *Single character embedded printer commands (18 with 3 printer codes and 21 with 10 printer codes) *Page throw markers *Multiple copies *Odd/even page headers/footers with page numbers *Multi file printing (new page or continuous) *Print specified pages *Works with any printer *True display super/subscript numbers *User defined print characters *Load ASCII files from other word processors *Save ASCII files for other word processors *Files can be encrypted *Maximum file size about 9 pages of text.

BrunSpell Features

*Memory resident with word processor *Checks 4,000 words/min *30,000 word dictionary *No American spellings *Add up to 5,000 of your own words *Instant lookup *Helps to find correct spelling *Automatic correction.

DataFile Features

*Alphabetical, numerical, date sorting on any field *User defined headings *Search routine *Data merging into BrunWord *Label printing.

BrunWord Junior £12.95

This is a low cost version of BrunWord 6128 on 3 inch disc and includes the spelling checker with 30,000 word dictionary.

Type in a letter or a short essay, check it for spelling errors, save it to your disc and then print it out.

BrunWord Junior is for the CPC6128 and has all the features of BrunWord and BrunSpell but with two small changes. The text area has been reduced to hold just one page of text (about 600 words) and you cannot save words to the dictionary. It is supplied with a TUTOR file on the disc and an instruction manual.

You can upgrade later to the full BrunWord for just £12.95.

Letters

We receive many letters each month. The following were all received in the three weeks before writing this advertisement.

I am extremely pleased with BrunWord 6128, and will certainly update my copy. May I congratulate you on making such an improvement to an already excellent programme.
Mr S (Gloucestershire)

I am writing to say how much I enjoy using the BrunWord disc. It is easy to use and as I am not a good speller the dictionary is most essential. I dislike writing letters but the disc makes it easy and much more exciting.
Clare (age 12 – Herefordshire)

I wish to upgrade (BrunWord) to Info-Script. May I congratulate you once again on a superb product, without which I would be lost.
Mr L (Nottingham)

I have been using BrunWord for quite a while and like it very much. I have told my friends how good and user friendly it is. Also the speed and ease of commands. I enclose cheque for updating to Info-Script.
Mr G (Scotland)

Info-Script has got to be the best buy for Amstrad 6128 word processing. Keep up the good work.
Mr McQ (Leicester)

Info-Script £46.00

Take the BrunWord disc, replace DataFile with a comprehensive relational database, integrate this into BrunWord and the result is Info-Script.

At its simplest Info-Script is no more complex than DataFile but with the attraction of direct access from the word processor, many new and enhanced facilities and the ability to store at least twice as much data. It is possible to have the database, the word processor, 1000 names and addresses and 6 pages of text all in the memory.

You are typing a letter in BrunWord and need an address. Place an address marker &A where it is need. Go to Info-Script and search for the address, using say, the house name. Press T for Transfer and you are back in BrunWord with the marker replaced by the address.

Info-Script has powerful progressive search facilities, a unique four marker system and it can sort data alphabetically, numerically, date or reverse order. It can add, multiply or divide and any number of fields can be added into a running total, which can be inserted into one of the fields. Records can be related by two different methods, SONs or DAUGHTERs.

The data merging facilities are extensive but the simplest personalised letters require just three markers, &A &N &D. These construct a full address, a full name and insert the date.

Info-Script is easy to start but has the power to keep up with your needs.

Comparisons

We have tested BrunWord 6128, Protext (disc) and Tasword 6128 with the same file of 3366 words.

BrunWord scrolled 40% faster than Protext which in turn scrolled 19% faster than Tasword.

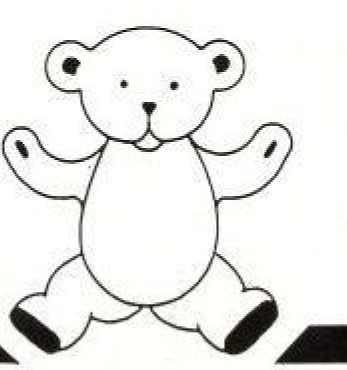
Protext was the fastest to justify but needed a separate operation to see the result. BrunWord produced the best appearance of all three and was 30 times faster than Tasword.

Our simulated typing test reached 218 words per minute. Both BrunWord and Protext had no trouble at this speed but Tasword was very slow inserting text into the start of a paragraph and could only handle 16 words/minute.

The spelling test checked all 3366 words. BrunSpell took 52 seconds and needed no disc changes. Prospell took 6 min 24 sec and needed 8 disc changes. Taspell took 18 min 46 sec and needed 3 disc changes.

Send cheque/postal order/Access number to:

Brunning Software
34 Helston Road,
Chelmsford, Essex, CM1 5JF
Telephone (0245) 252854 (24 Hours)



BrunWord 6128 with BrunSpell & DataFile. . . £25.00
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Gallup Chart

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2	Operation Wolf	Ocean	£9.95	NE
3	After Burner	Activision	£9.99	NE
4	Thunder Blade	US Gold	£9.99	2
5	Big Foot	Code Masters	£2.99	NE
6	Joe Blade 2	Players	£1.99	7
7	Bomb Jack	Encore	£1.99	5
8	Advanced Pinball Simulator	Code Masters	£2.99	6
9	Commando	Encore	£2.99	8
10	Giants	US Gold	£12.99	4
11	Treasure Island Dizzy	Code Masters	£2.99	NE
12	Ghostbusters	Mastertronic	£1.99	9
13	Air Wolf	Encore	£1.95	3
14	Last Ninja 2	System 3	£12.95	NE
15	BMX Freestyle	Code Masters	£2.99	10
16	Yabba Dabba Doo	Bugbyte	£1.99	NE
17	Stunt Bike Simulator	Firebird	£1.99	NE
18	Death Stalker	Code Masters	£2.99	NE
19	Ace 2	Cascade	£2.99	NE
20	International Speedway	Firebird	£1.99	NE

MELTDOWN

Hello and welcome to Meltdown, the crucial games review section of ACU. We've got some pretty hot stuff for your joysticks this month, with the first, exclusive review of the CPC version of **Blasteroids**, and other goodies like **Human Killing Machine** and **LED Storm.**

We hope you like the redesigned games pages, and just in case you were wondering who these people are that do the reviewing, there now follows, the horrible truth.

Duncan: Duncan Evans, Editor of ACU. Fave games – **WEC Le Mans, Robocop, Operation Wolf.**

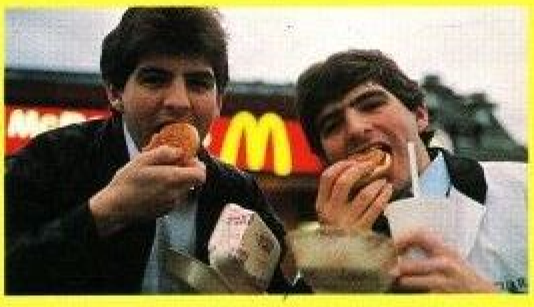
Rik: Richard Henderson, Assistant Editor. Fave games – **Blasteroids, WEC Le Mans, Dragon Ninja.**

Paul: Paul Gaunt, Contributor. Fave games – **International Rugby, Robocop, WEC Le Mans.**

CONTENTS



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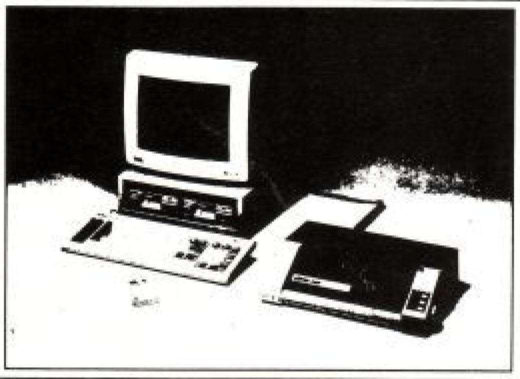
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INFO
Price: £9.95/£14.95
Supplier: Activision

MELTDOWN
Grafix: 80%
Sonix: 75%
Gameplay: 85%
Overall: 83%



Incredible Shrinking Sphere

As you clamber into your Fighter Sphere, you think just how stupid the Colonel-in-Chief had been to enter the training arena, after being chained to his desk for so long.

Totally out of practice, Matt Ridley, climbed into his Sphere and set the controls. Guiding the ball to the entrance he took a deep breath and advanced the fighter craft into the arena, so called the Death-Run.

Once inside his fear and lack of experience got the better of him, and whilst looking for the exit, he run into a group of Assassin Spheres. These hostile objects attacked the alien craft who had invaded their privacy and in their bombardment, managed to disable the colonel's sphere.

Silly old dodder, fancy thinking you actually survive in the Death-Run after



so long! Oh well, you had better get inside and rescue the silly old fool before the Assassin Spheres break through his shield and injure him.

Donning your helmet, you wave your good-byes to the already formed welcoming committee and advance through the gate.

The game play is viewed in the great old style of corner-down 3D, and the play area scrolls, albeit jerkily, in the direction in which you are currently moving in.

The objective of the game is to progress through the four plates of the Death-Run in search of Matt Ridley's stranded craft, fight off the enemy and summon the automatic rescue shuttle to get the damn fool out and back to the safety of his desk. You should be highly commended for your gallant and brave endeavours, but get it right.

Each plate has a maze to be negotiated, and getting through some of the gaps is less than easy, especially if you are at your maximum size.

The Incredible Shrinking Sphere is made of a special molecular material which wnables it to change in size, mass, volume, and velocity. The pilot can achieve this by guiding his sphere over certain Tectonic Tiles. There are many of these tiles, each perform different functions, and you will need to manipulate your craft in various ways if you are to get anywhere near the colonel.

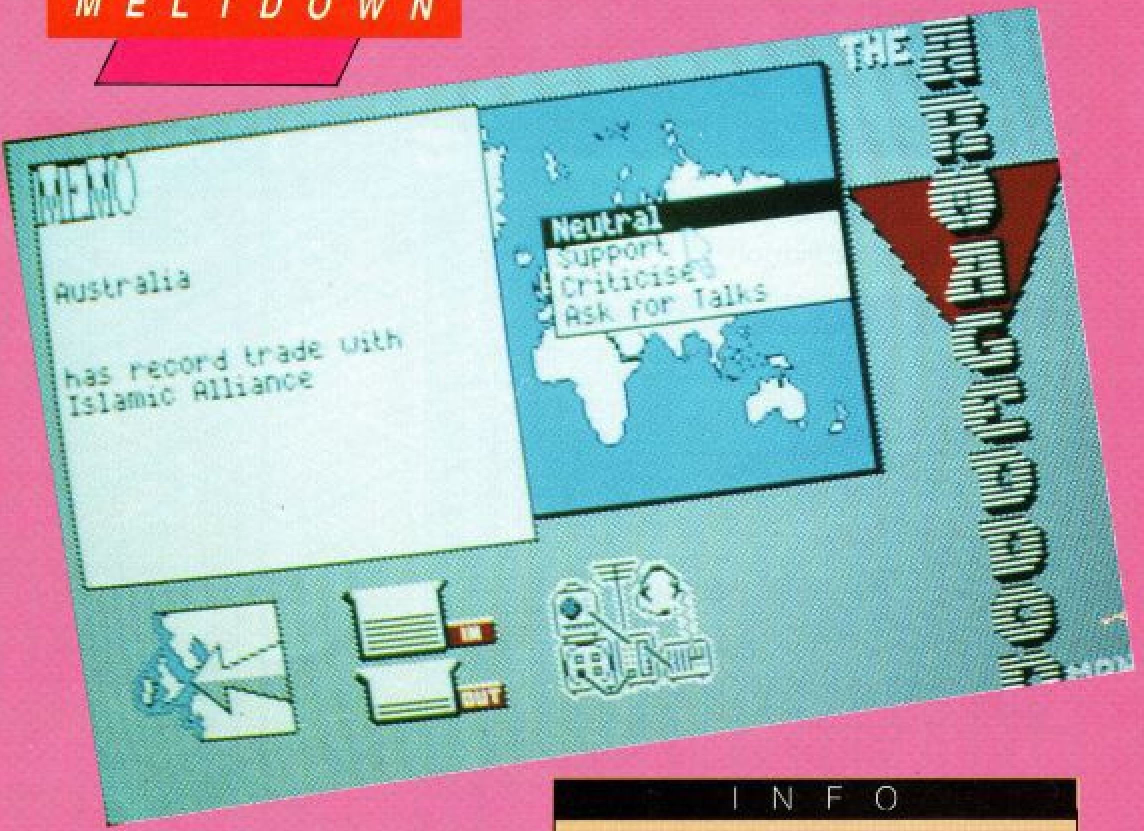
Various other hazards have been littered around the maze plates, the most common of these are the Ismo Assassin Generators which throw out mutant spheres. It was a group of these which disabled your colonel. These nasty shapes are lethal to touch, unless you have been protected by a shield, in which case they burn up



upon brushing you. If you have no protection, your best bet is to take aim and blow the scum off the face of the plate.

The Incredible Shrinking Sphere is a very good game concept, although the game is let down slightly by the jerky scrolling. The graphics are, otherwise, good. The sound effects are enjoyable and the game is fun to play, even if it is pretty difficult. **ISS** certainly gets my vote.

Paul



I've seen some compilations in my time, but this great big wodge from US Gold has to be one of the better ones. We're talking ten games for your dosh, and most of them are pretty good.

On offer then, is **Xeno, Mercenary, Trantor, Hardball, 10th Frame, Bobsleigh, Leviathan, The Armageddon Man, Cholo,** and **Shackled.**

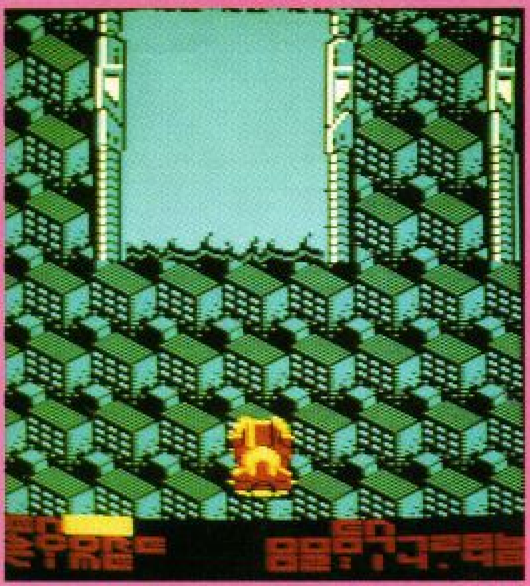
In the truly fab, must have category are **Mercenary** and **Trantor,** with well worth having status going to **Xeno, Hardball,** and **Bobsleigh.** Quite good if you like that sort of thing are **10th Frame, Armageddon Man** and **Cholo,** which leaves just two programs left. **Shackled** and **Leviathan** are dire so forget about them.

Command Performance

I imagine you all know about **Mercenary** so I shan't waffle overly. Suffice to say it's all about searching underground and flying overground in fast 3-D line graphics, while working out how to get off the planet that you've been marooned on. One of the great pieces of software, it almost justifies the price of this compilation on its own.

Cholo is in a similar vein to **Mercenary,** so if you liked that then

INFO	
Price:	£14.99
Supplier:	US Gold
MELTDOWN	
Grafix:	85%
Sonix:	65%
Gameplay:	90%
Overall:	85%



Oh look, what a new and exciting concept, a driving game!!! But ah, this is no ordinary driving game, no siree, this is a vertical scroller, and as such comes

LED STORM

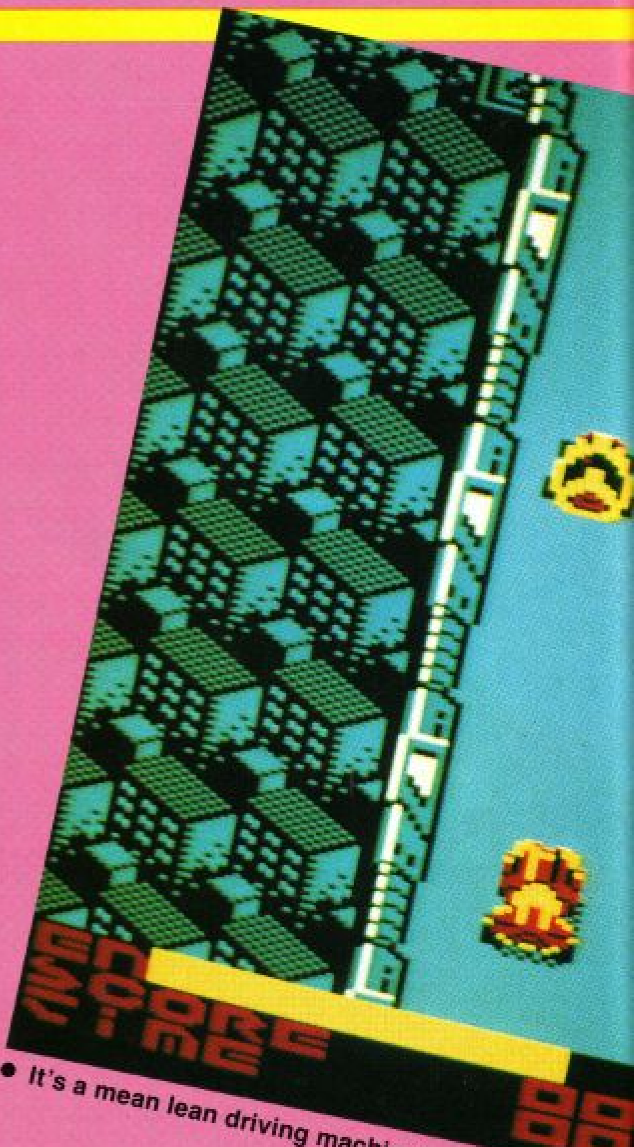
into the box reserved for many games of the ilk, the **Spyhunter** box.

I'm sure you must all remember **Spyhunter,** it was an arcade game,

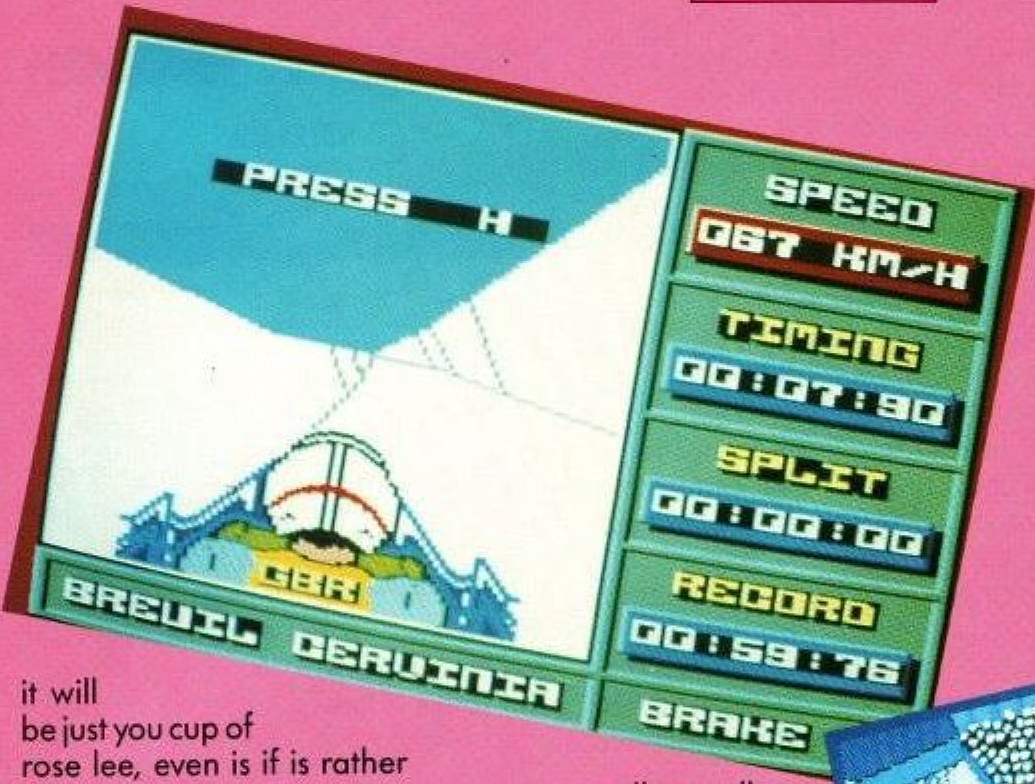
INFO	
Price:	£9.99
Supplier:	US Gold
MELTDOWN	
Grafix:	66%
Sonix:	67%
Gameplay:	87%
Overall:	73%

which was of course converted, many moons ago, and it carried it's own cult following. **LED Storm** is a very similar game in the fact that you must race up a scrolling screen, avoiding hazards and other cars, to reach the end of a complex course. It is based on the highly successful Capcom coin-op, that thrilled many in the arcades a short while ago (I just can't remember seeing it, that's all!), and believe it or not, LED stands for Lazer Enhanced Destruction (Not the other acronym taught to all in school).

There are nine levels of destruction to be mastered, before you can go make a cup of tea, and as always they



• *It's a mean lean driving machine!*



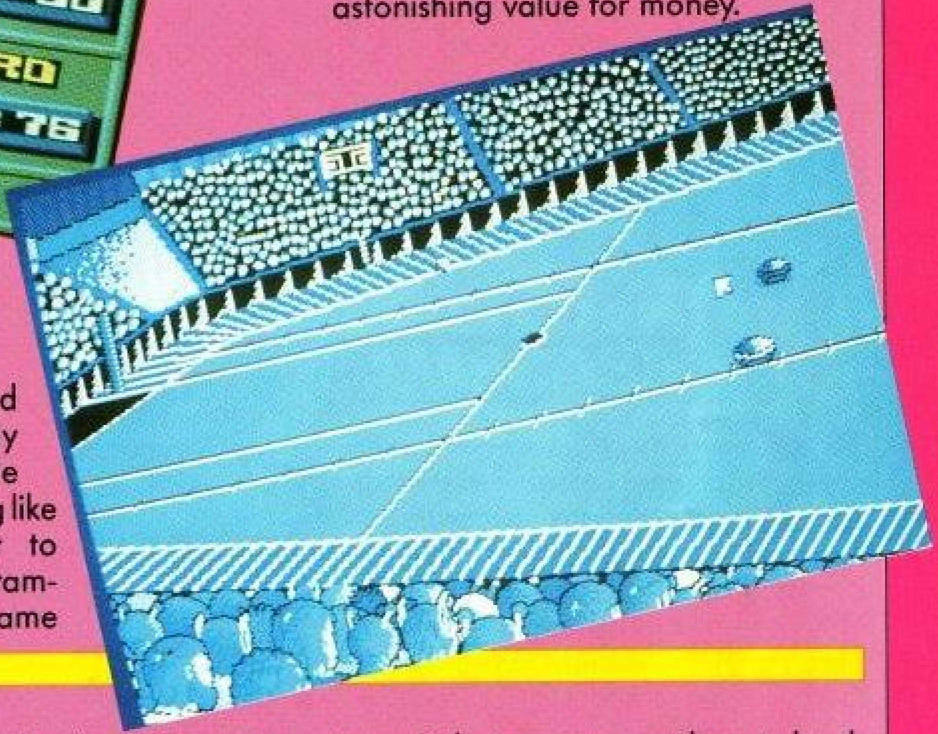
it will be just you cup of rose lee, even is if is rather slow.

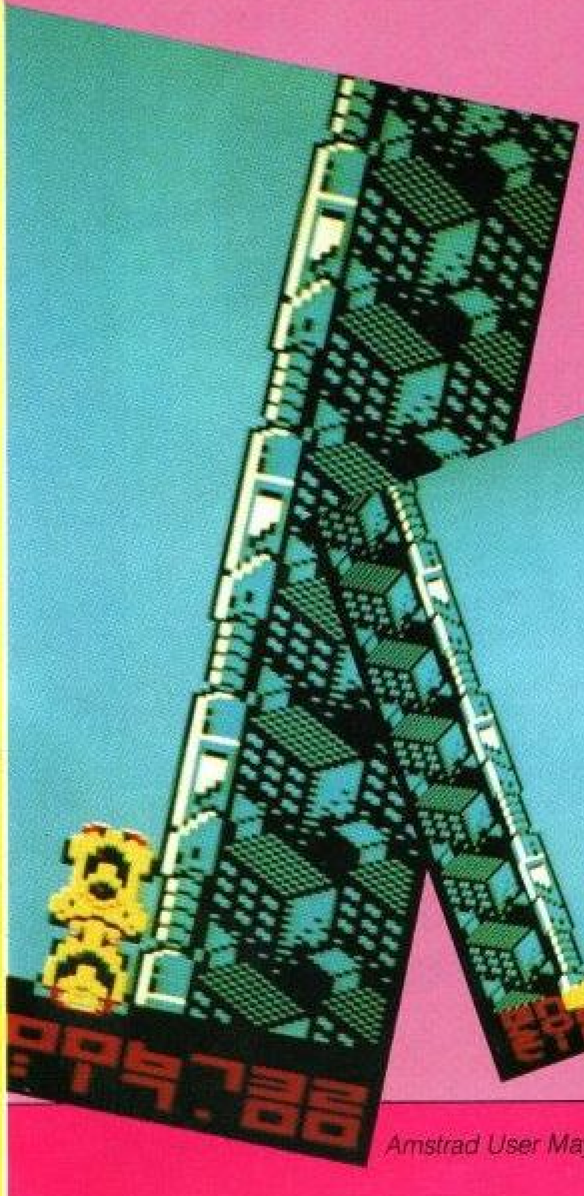
One of my faves out of this lot is **Xeno,** which involves banging a small ball up and down a futuristic stadium. Sort of **Speedball** without the players, or **Ballistix** without so many balls. Technically it isn't brilliant, but great fun for two players all the same.

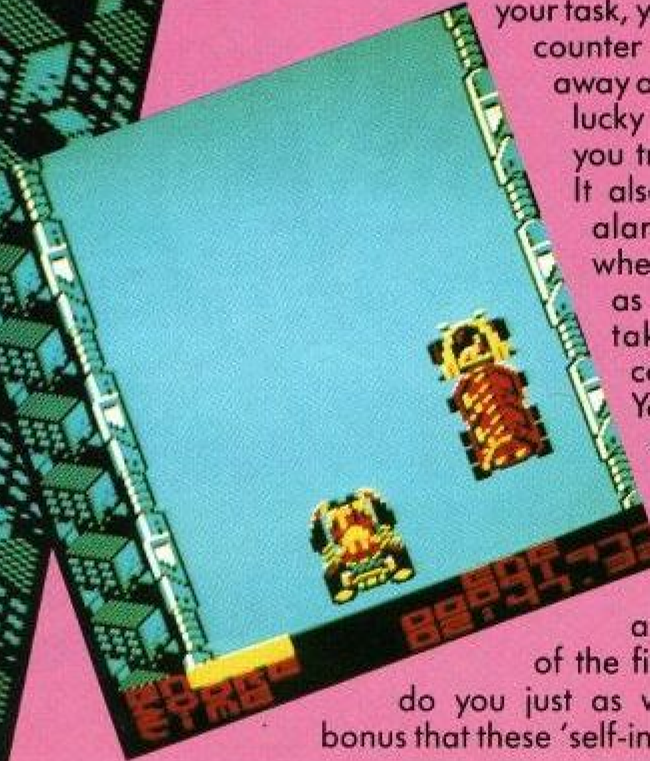
Armageddon Man is the only strategy type game on the list, and is quite reasonable as well, so this is really a collection for the action fan.

Trantor is a bit of a laugh, and features a really big controllable sprite. Something like the fore-runner to **Savage** (programmed by the same people, Probe, of course), with a smidgen of strategy involved. In fact this very magazine, long before my time hasten to add, called the game, ''the best Amstrad program ever.'' Something of an exaggeration methinks, but rather good all the same.

Ultimately, compilations are all about how many of the titles you already own, and is it worth buying the collection for the remainder. The decision is yours, but if you don't have any of these then you're going to get astonishing value for money.







get progrssively harder. You start, behind the wheels of your XR3I Turbonutter. . . I'm sure you know the rest, at the edge of Capital City and away you must go, to traverse the highway, leap vast chasms and generally avoid all sorts of death inducing pitfalls.

To also deter you from your task, you have a fuel counter which spins away at a happy-go-lucky rate, whilst you trundle along. It also saps at an alarming speed when you crash, as another car takes time to come to you. You can avoid crashing with the help of ramped jumps, or better still, a quick stab of the fire button will do you just as well. Another bonus that these 'self-induced' jumps have, is that you can use them to land on the top of enemies, and therefore eliminate them.

Other features include collectable 'tokens' which float around the screen waiting for you to acquire them. Once done so, you will find that your car is capable of a lot more than before, although unfortunately only for a short while. There are also some that can increase your score, which makes life all the more worthwhile, eh?

Graphically things are a bit bland, though the scrolling works quite well, and the sprites serve their purpose, if not being altogether well defined. On the sound front there is nothing to write home about, either, but I don't suppose there's anything offensive about occasional bleeps. Funnily enough, **LED Storm** is a fun game (I say funnily enough, because I was not a big fan of **Spyhunter**) and as such would prove a good buy for anyone who just wants a small amount of enjoyment to spice up their life.

Rik



Human Killing Machine

Kwon, the human gardening machine! I assume that Kwon is a gardener – according to the press blurb he goes cutting a swathe through Europe and into the Middle East. He must be a gardener! Aha, I've got it, the info says a bloody swathe – he must have run over his foot with the lawnmower then!

Since Kwon isn't armed with anything other than a pair of boxing gloves, and he only beats his opponents senseless, he might as well be a gardening machine rather than the killing machine of the title.

Bloodbath

In case you hadn't immediately guessed from the screenshots, **HKM** is an unofficial sequel to **Streetfighter**, which was also a Capcom coin-op. It is obviously derived from **Streetfighter** because both games feature martial arts over a series of static backgrounds.

In the case of **HKM**, there are five locations, and two opponents to fight in each one (though not at the same times).

So off you go to the first locale, sunny Moscow, to face Igor (obviously a left over from a Rambo movie). Against a rather nice four colour backdrop, you can employ most of the standard martial arts manoeuvres, including a leap, tuck and drop kick. Very impressive! Each combatant has a number of lives for each fight, and an energy bar for each life, which naturally decreases as the blows start to regenerate. Gent in there and smash his face in.

Violence

After dispensing with Igor there follows the first of the distasteful elements of HKM – dog beating. Shepski the dog is your next opponent.

Assuming you had the stomach to beat the poor mut senseless it's off to Amsterdam and two ladies of the night, Maria and Helga. Yep, it's hit a woman time. This is what you call pandering to the most base emotions.

Still with me? Good, off we go to Barcelona then, and Miguel the Torreador and his bull, Torus. I can only assume that Kwon is an England football supporter.

More encounters of the stereotype kind with Germans outside a beerhouse. Watch out for the waiter though, he chucks bottles of wine at you, spiked no doubt, because they don't half hurt when they hit you. If you don't believe me try it at home and see.

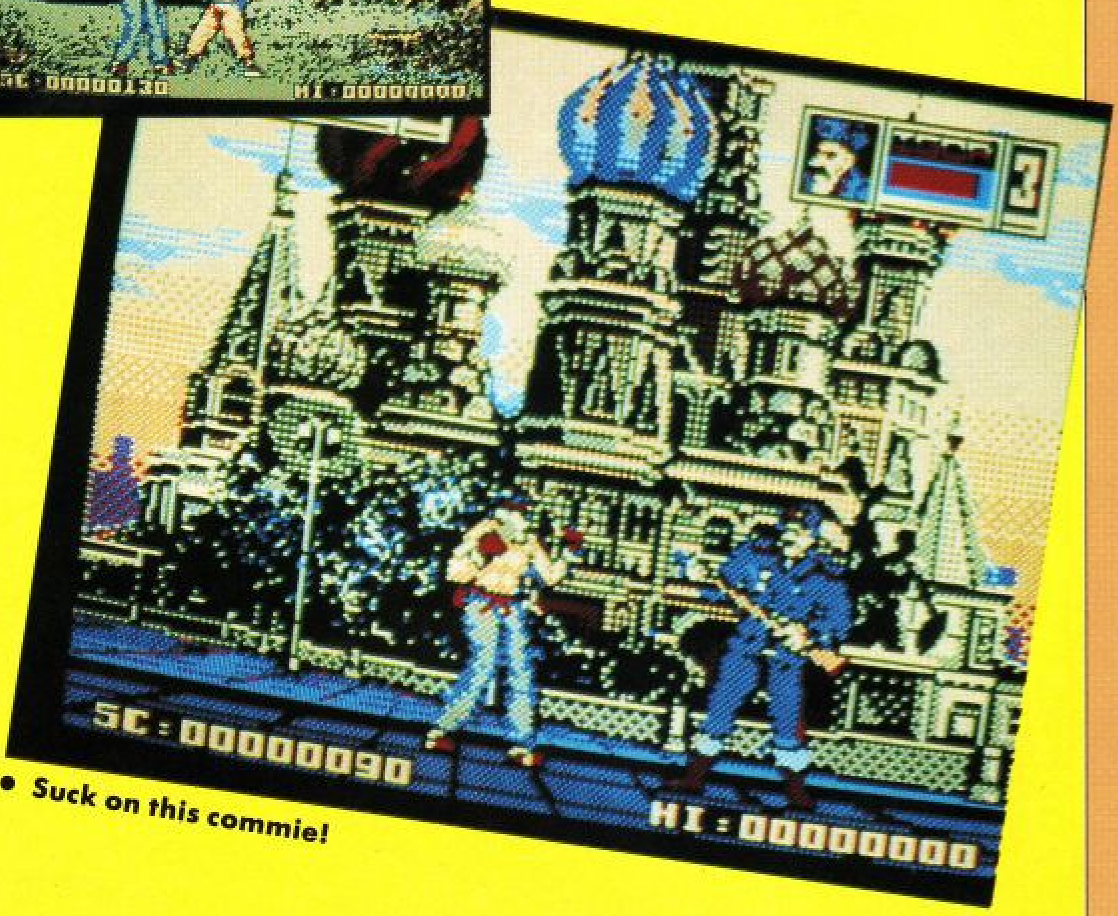


Your final encounter takes place in the cheery surrounds of Beirut, with a big tank and a bigger terrorist. I found it quite hard, but that's only because I kept tripping over all the hostages and Iranians burning copies of Satanic Verses.

If you fancy a good beat 'em up then **HKM** will probably suffice, but the non-scrolling backgrounds and only one opponent at a time do give the game a somewhat dated feel. Good fun, but only if you have the sensibilities of a Millwall supporter.

Duncan

INFO	
Price:	£8.95/£14.95
Supplier:	US Gold
MELTDOWN	
Grafix:	83%
Sonix:	62%
Gameplay:	80%
Overall:	81%



• Suck on this commie!

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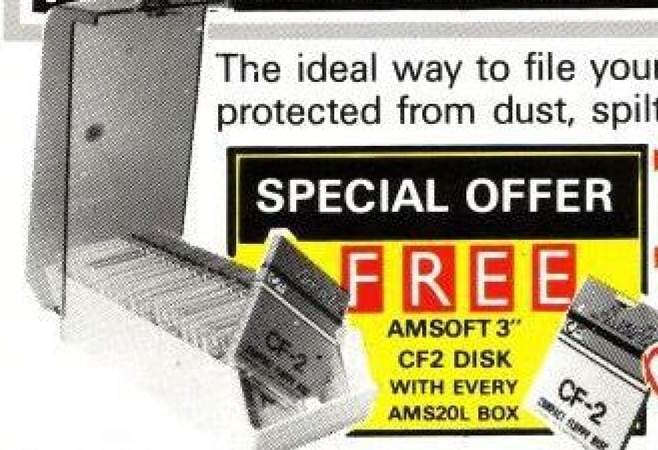
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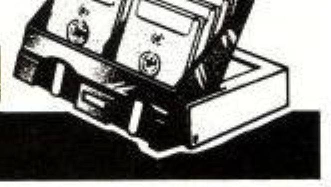
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BLASTEROIDS

Picture this if you will, there is a game which allows you to control a spacecraft which must destroy and dodge various forms of asteroids. There is a game which requires some deft firing and the occasional thrust. There is a game that was very popular in the arcades, and if **Asteroids** sprang straight to your mind then only award yourself half a point, 'cause big brother's in town and he's twice as mean, nasty and enjoyable than his faded counterpart.

Blasteroids is finally upon us, although rather belatedly, and one can honestly say that it has been well and truly worth the wait. It is a conversion of the popular arcade machine which sought to do to **Asteroids** what **Arkanoid** did for **Breakout,** and if there was every a way to get me playing it again this is it!



Of course, there is the rehashed plot where instead of you being plunged into a universe you know nothing about, you have been placed on a mission. This mission is for one reason, although that reason is large, green and has many tentacles, and it's name is Mukor, but what's this ugly, repulsive monster got that other ugly, repulsive monsters haven't. Galaxies in his thrall, that's what.

To meet Mukor you must visit a warp, of which there are four, and clear several sectors within a galaxy (the harder warp/galaxy the more sectors must be cleared) and one they have been conquered you will have to defeat the enormous one by shooting all his tentacles off. It doesn't end there though, because you must then travel to the next galaxy and do it all over again (it's a hard life in the suicide corps. and no mistake!).

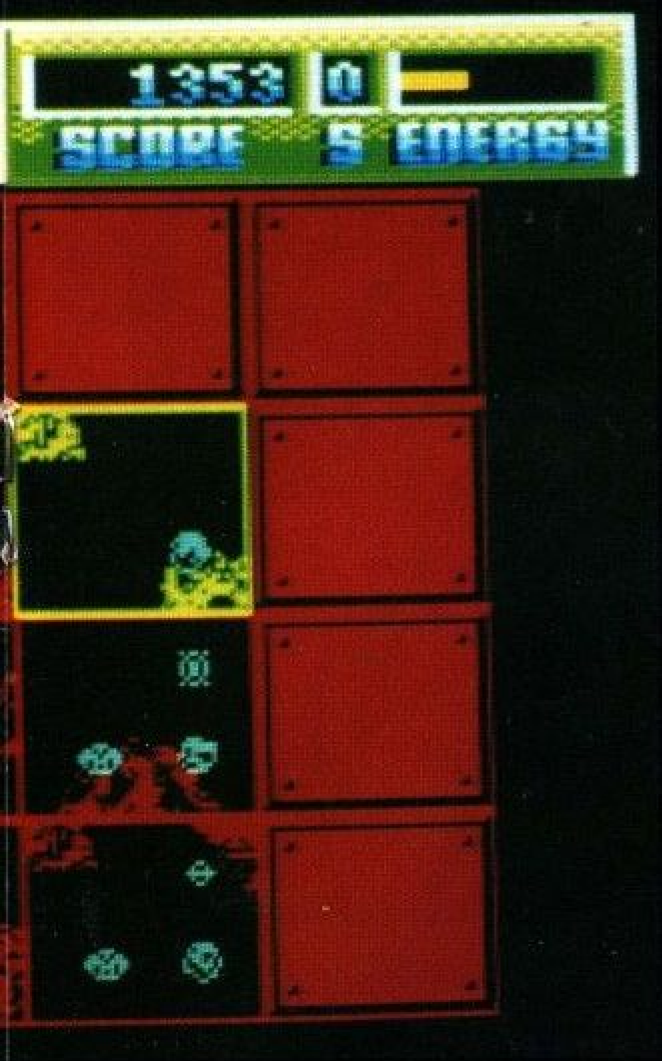
Each sector is akin to a screen in **Asteroids**, but with slightly more hazards to worry about. For a start, there are several different types of asteroid of which some can be particularly nasty. There is the Popcorn type which expand when hit, until they are inactivated and stop, and the Seekers that fly toward you when hit and must take a few blows before destroyed, but the best of all are the Eggs (no Edwina Currie jokes here) which contain leeches. The leeches attach themselves to your craft and suck your energy. Deadly!

Another feature that has been added onto this new version is the

• **Yuk, how ugly. Suppose I'd better shoot him then.**







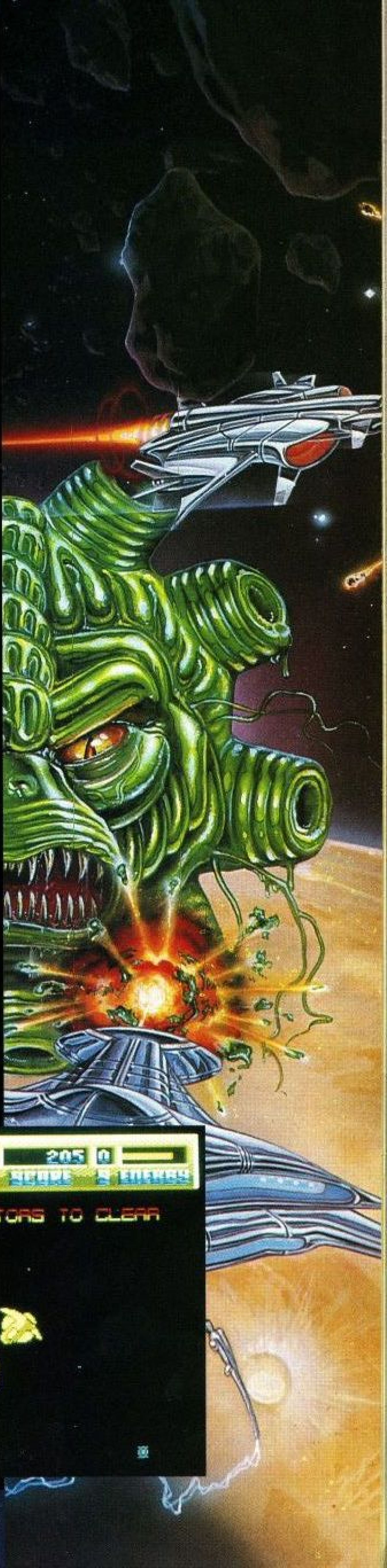
INFO
Price: £9.99
Supplier: Mirrorsoft
MELTDOWN
Grafix: 77%
Sonix: 76%
Gameplay: 91%
Overall: 87%

tokens that can be collected by your ship (all of them are useful in some way!). Examples of these are the Ripstar, when activated causes your ship to spin rapidly whilst emitting bullets, and Boosters, increases the thrust power of your ship, but these are only two out of eight. You have to collect them rather fast, though, because a rival ship will appear after a short while and nab them for itself. Another feature which more than enhances gameplay is the ability to 'transmute' your ship into three different styles (a la 'Transformers – Robots in disguise' dum, dum, dum! Er, yeh . . .), and each one has different powers (one has more armour, one has more firepower and one has faster thrusters, simple eh?).

Although it may all sound run-of-the-mill stuff up to now, here is where the extra excitement is added to the fray in the form of two-player action, especially when both ships are vying for the same bonus tokens. Also the first player to disappear down the exit portal, which appears once a sector has been cleared, receives an enormous bonus, thus making it a race for points. Playing two player actions does have it's bonuses though, as you are bound to get further into the game, or are you?. . .

Blasteroids is an excellent tool for ancient arcade hacks like me, I mean I remember when **Asteroids** came out, it caused minor poverty for many. The arcade game was brilliant and as a conversion goes, so is the home-computer version. The graphics are unfortunately not as colourful as they could be, and the action is slightly slower than the main machine, but the gameplay has been reproduced perfectly, which makes it a amazingly playable game in it's own right. Mirrorsoft, under the label of Imageworks, has produced yet another in the ever increasing line of great arcade conversions on the CPC.

Rik



• **How nice and scenic. Just right for mass annihilation!**



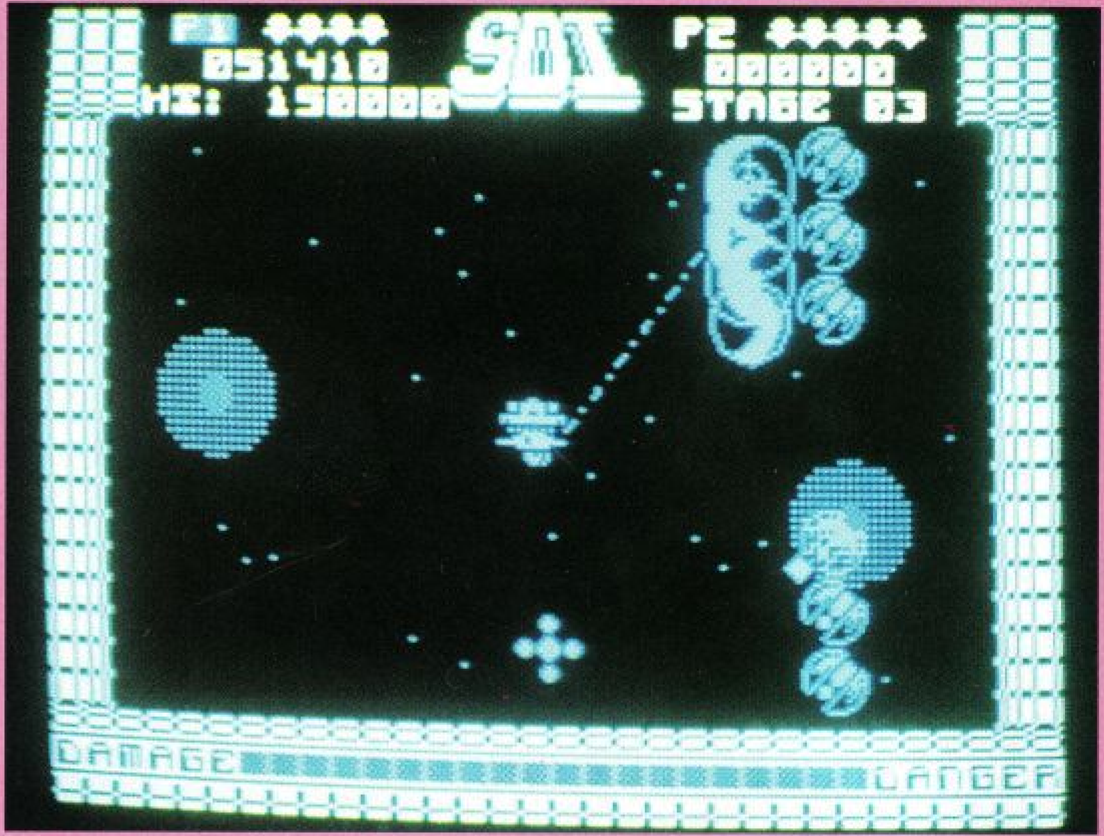


SDI

Okay, so it's George Bush now, I can just about handle that, and he's taken over the Strategic Defense Initiative project, I can even handle that. But I cannot, and will not, accept that **SDI** on the Amstrad is the best that can be done.

Now I'm sure that everybody remembers the ancient arcade game **Missile Command,** where you hand a cursor to wave around the screen at which a stream of molten death would fly when the fire button was pressed. **SDI** takes that idea a few steps further (although on this version, a few steps back would be more appropriate!), and seeks to reach the older hacks that **Missile Command** was worshipped by.

Now those of you out there that think Star Wars was a rather good movie featuring Mark Hamill and Harrison Ford would be right in that respect, but you're on a slightly different wavelength to me. Nope, star wars, as ex-president Reagan envisaged it, is the war to stop war, the war of the stars, the war that could be merchandised.



• **Hmm, nuclear armageddon. Should be nice.**

Activision has done a conversion of the popular Sega coin-op, based on the project for peace. It was fast, furious, and although not morally wholesome, fun to play. Unfortunately the CPC version is rather a let down, mainly because I was expecting far too much, and as such would not make a particularly good buy.

The ways in which it is different from the older counterpart are pretty much obvious. For a start, it is a scrolling shoot-em-up, in preference to a static screen, and you can move your craft

Wanderer



• **In space no one can hear you yawn. Good job really.**

As you meander through the timeless worlds of space with nothing to do but play with your pocket game, you are startled, nay, scared witless, by your intergalactic transceiver flashing and suddenly bursting into life. It crackled and whistled for a while and got put right by a well placed thump.

You curse as you get the first word of the message, the first contact you have had for as long as you can remember. As the blasted unit is hurled across your cabin, it decides to work again, and you get the last few words of the single way conversation, it hits the far wall – you've got a long cabin – and shatters into one thousand and one pieces, never to work again.

As you retrieve the battery, you command the tape recorder to replay the last minute events and hear the whole event in quadrophonic. "So we want you to get to the tenth planet of the galaxy now, and no stalling else we'll get some other guy to do it. Over. . . CRASH! EEEEEEEEEE."

As you run to the bridge, you realise that you have just passed the tenth planet and it's just simple change in direction and a space hop to land at the government's space centre.

You throw a few stitches, tap in a few coordinates and smack a large red flashing button. The ship shudders, stops, groans, flips over and hurls itself towards a large looming green planet. You pick you head off the ceiling and turn the ship upright again.

As you arrive you are brought before the supreme governor of the planets. He tells you of the evil overlord Vadd, and his army of war drones who has tried to take over the empire.

Your were the first choice of the empire, because of your expertise and





as well as the cursor. Various missiles, satellites and other assorted objects float past and you must blast them to oblivion. Bonus tokens can be collected which will increase your firepower or perform other beneficial functions, and on paper, it should make for an exciting game.

Unfortunately we can't always have our dreams come true, and bits of paper have often gone astray (well my Visa bills do anyway). The graphics can only be called disappointing to say the least, due to the fact that they are in glorious monochrome (oooh, what a nice shade of blue, hmmmm!). I can take this if there is a reasonable escuse for making such, but the gameplay is just as bad, and the game is soooo slow!

I did enjoy the arcade version, but I will have to admit that I will never load this version again out of personal choice. **SDI** on the Arnold will probably appeal to some people, but they're currently inhabiting various institutions.

Rik

INFO

Price: £9.99
Supplier: Activision

MELTDOWN

Grafix:	48%
Sonix:	56%
Gameplay:	45%
Overall:	49%

INFO

Price: £9.99/£14.99
Supplier: Elite

MELTDOWN

Grafix:	66%
Sonix:	40%
Gameplay:	59%
Overall:	69%





reputation for being a ruthless, bloody-minded, vicious git who would sell his own mother for the right price.

You must scoot around the galaxy collecting disrupter units and move them from planet to planet to earn some dosh. Once you have 8000 megs or more, you can precede unto the sectors of Vadd.

There are 10 planets, three black holes and 36 sectors of space to explore, or wander. In the space sectors, you will be attacked by enemy craft. So you had better do it to them before they do it to you, and fast.

The most notable thing about Wanderer is that is is one of the very few games that are in 3D, and by this I mean 3D red and blue cardboard glasses. The effect is quite stunning, especially seeing as once you take 'em off you see the two images, which merge into one once slipped on again.

The graphics are quite good although the sounds are pretty pokey. The gameplay lacks considerably but once you are into it, you will find it quite easy to fall asleep. Watch out for eye-strain though!

Paul

CHICAGO 30's

INFO
Price: £9.99
Supplier: US Gold

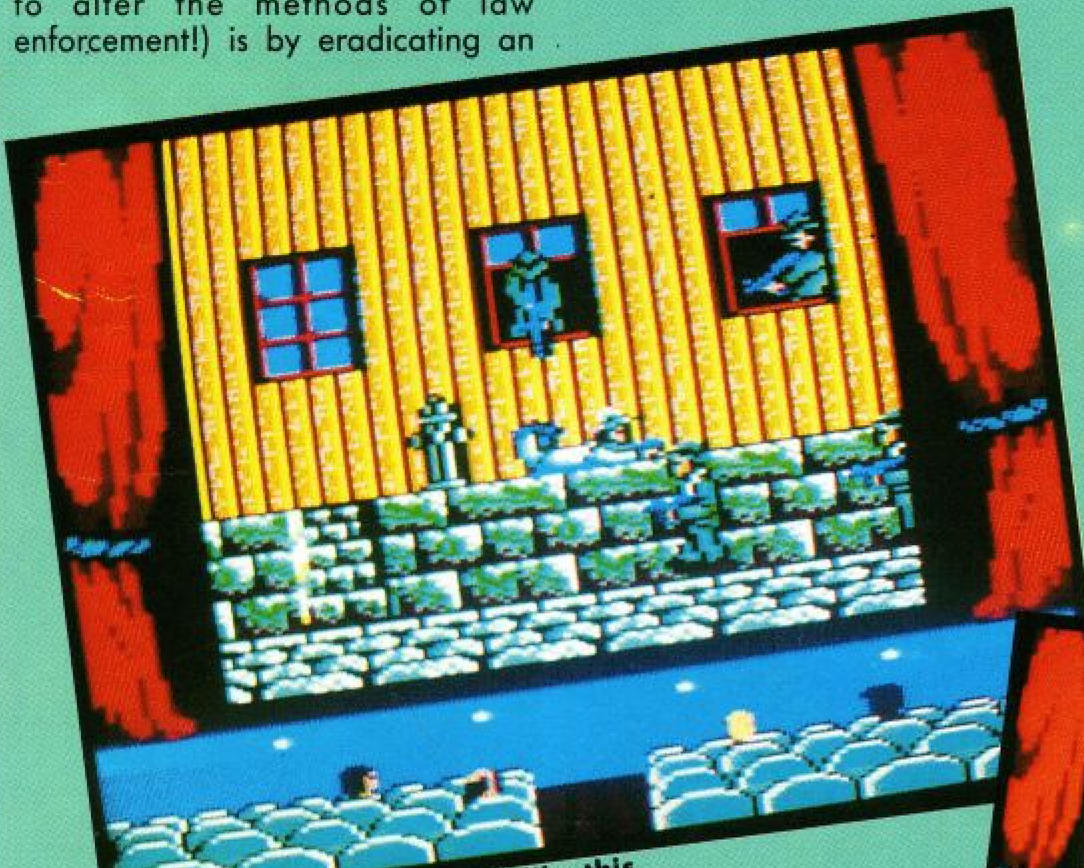
MELTDOWN
Grafix: 64%
Sonix: 35%
Gameplay: 52%
Overall: 47%



• **Eat lead sucker**

Living in Chicago nowadays is a veritable nightmare, with gangs roaming the streets and thugs lining the alleyways, but as bad as it is now, nothing can compare with the frightening days of Al Capone, prohibition, and the St. Valentines day massacre. There have been many films to illustrate the subject and the horror that went on, but there are very few computer games with that theme. US Gold has decided to rectify that fact with the aid of Spanish software house Toposoft, and quite a novel software title it is too.

You are the blue-eyed boy of the force, Elliot (I wonder where they got that name from? Well it wasn't from ET, that's for sure!), who has shouldered the responsibility of cleaning the streets of Chicago singlehandedly. The right way to do this (and who are you to alter the methods of law enforcement!) is by eradicating an illegal alcohol warehouse, which is at the end of four rather difficult levels of play.



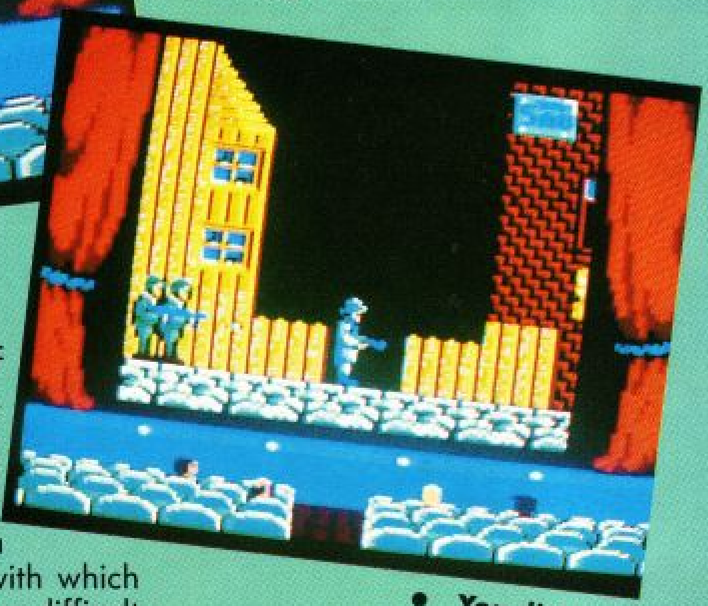
• **Magnum Force was never like this**

To stop you, there are literally hundreds of bad guys, just waiting to fill that puny body of yours full of lead (and they don't stab you with pencils, either!) They also throw petrol bombs and drive cars over your carcass (why else would they be called bad guys?). Another note is they they seem to stream from every point of the screen, and therefore death awaits in many directions.

There are four levels of play (as already stated) made up of the port, the city outskirts, the city, and finally the warehouse itself and they all get progressively harder. Luckily you do have a Thompson machine gun with which you can mutilate any of those difficult enemies, and it is a good idea to constantly use it because the game is so hard.

The difficulty level is the game's major burden as it is far too hard to be playable. The amount of enemies that you have to wade through is terrible, especially seeing as you only start with four lives. The sprite detection is completely useless, with bullets that seem to have seemingly passed beneath or above you, suddenly sucking a life away.

The graphics are rather well presented, although they could be described as a mite gaudy, in the form of a cinema screen, and the lives left for your character are displayed as viewers sitting down watching the action (as you die, they leave!). **Chicago 30's** would have been a very good game if it had an error or two less, but those errors build up and make for an unenjoyable game and a pointless purchase.



• **You dirty rat**

Rik

COLOSSEUM

Benurio has not had a particularly good time recently, but that is not to say that he hasn't lived life previously. In fact his story could be deemed a 'rags to riches' one, because although he was born the son of a modest merchant, he became the most admired of all the officers in the Roman Legions. But (it's time to get those hankies out!) Benurio had one minor flaw, his love for the pretty maiden Calia (get those sick bags out!).



• **Brake! Brake!**

Nerio was another who loved sweet Calia, but alas his heart was to be filled with spite and jealousy because of Benurio, and using his position as chief of the Emperor's Praetorian Guard, he discredited the young officer and plunged him into the world of chariot racing.

Chariot racing is what **Colosseum** is all about, and mad, manic chariot racing at that. As Benurio you take the reigns of one of many chariots that line up for the race of their lives (deaths, would be more appropriate!) and your main objective is to last four races in order to enter the Emperor's favour once more.

Each race consists of four laps of a rather dangerous course, and there are many hazards that await to eliminate you. Other racers also have the same ambition as you, to survive, and they can also prove more than a handful. The opponent's will always attack you when they can and this is another factor that makes the game a mite difficult. They all carry different sorts or weaponry and whilst you are flying headlong around the course, avoiding obstacles, you must slug it out chopping and slicing them in order to obliterate the threat.

Colosseum uses some rather inventive ideas (in this market of many) and tries it's very hardest to bring those ideas across. Unfortunately it just doesn't make the grade. For a start



it is just far too difficult, as you do not actually see an obstacle coming, but die almost immediately. The graphics are very shaky to say the least, and although they are very colourful and



FAST FOOD

What sort of motorbikes do eggs dread? Scramblers! Ho, ho, ho, hem, sorry about that! As you may have guessed, that awful joke (or yolk as we may say!) was the lead in for the next game featuring that most infamous of all the salmonella threats, Dizzy. **Fast Food,** though, is very different from the other Dizzy games in the respect that it isn't an arcade adventure, nor does it offer in depth puzzles. In fact all of these are thrown out of the window in the attempt to do something a lot more down to earth.

'Education' is a big word isn't it, and according to Codemasters it is also a very big seller and games that are more suited to kiddies are very profitable indeed. This latest one is a perfect example of what can be done, and is a sure winner to get the younger members of the Amstrad using population to manoeuvre a joystick (thus eventually weening them onto the more violent games, no doubt!).

The idea and plot is very simple and leaves more to the imagination, which in a child (or reviewer) can be highly amusing. All you have to do is guide our little egg friend around the basic maze, whilst scoffing vast amounts of unhealthy comestibles. To stop this being a totally easy task, there are many factors that can get in the way, and even a few which can help.

INFO
Price: £9.99
Supplier: Codemasters
MELTDOWN
Grafix: 78%
Sonix: 67%
Gameplay: 75%
Overall: 73%



• There's gonna be an accident



INFO	
Price:	£2.99
Supplier:	US Gold

MELTDOWN	
Grafix:	53%
Sonix:	51%
Gameplay:	49%
Overall:	51%

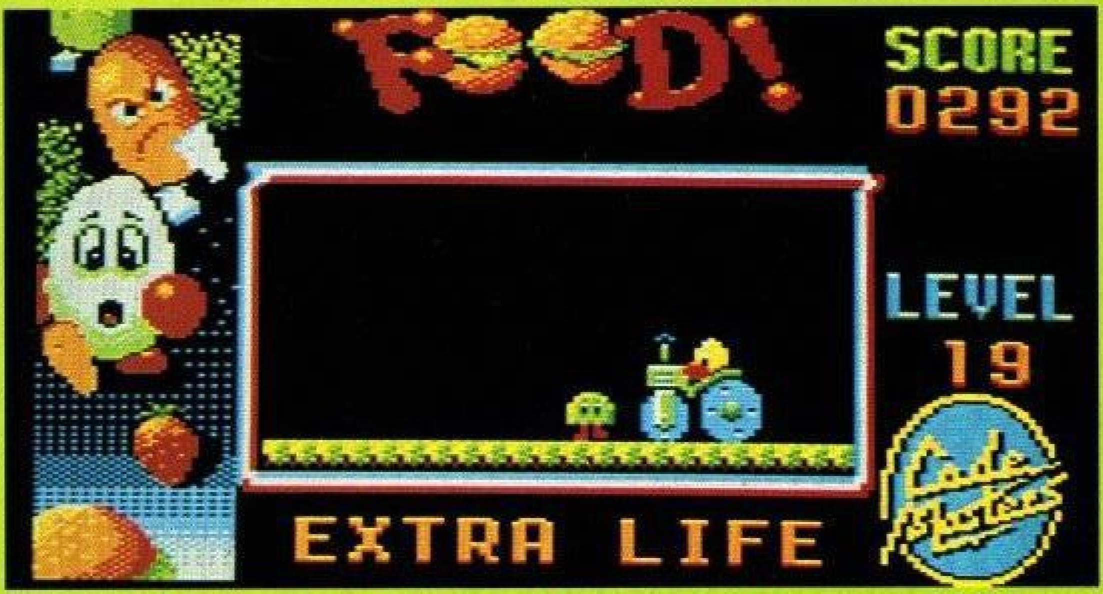
nice on the eyes, they move like a lego model on something illegal. The scrolling is another factor that would deter anybody from playing often.

One saving grace is the way that you scroll around corners, this is something I've not seen in a game before, but you can bet we'll see it again. What is most sad though is that software companies still think they can take a half-baked piece of offal that they know wouldn't sell as a full price game, and sell it at a price that many kids would go for. I'm not happy!

Rik







• You may be fast, but I'm faster, Splat!

Monsters are a feature which is added after the first few levels and they chase you in the style of the ghosts in **Pacman,** also the food starts to move on the harder screens and runs away from Dizy in a rather athletic fashion. There are icons to collect which appear on the screen at random and these can spread the action up, slow it down or do other beneficial things, and several other additions into the game all make it that more interesting for the slightly older player.

Although this may sound far too simple for many people, parents should take note. **Fast Food** is a great game for youngsters because it is so mindbogglingly basic. The bright colourful graphics and plinky-plonk music makes the game very attractive to watch and hear, and the action gets progressively harder, going from a ridiculously stupid level to one that proves too difficult even for the programmers.

One final note is that the more macho of readers who would prefer not to visit the lesser levels can start on any level up to 20 (out of 30!) in order to avoid boring themselves. Also, at the paultry sum of two pounds and ninety nine shiny pennies, **Fast Food** will not break many shcools or families on the budget scale.

Rik

PROGRAMMING

10 LINERS

Send your 10 Liners to: Amstrad Computer User, 3rd Floor, Greencoat House, Francis Street, London SW1P 1DG. Remember to include a suitably stamped, self-addressed envelope if you want us to return your tape or disc.

ARCADE TENNIS

by David Hall

Do you remember PONG, (I'm not talking bodily odour!) the classic arcade game from the 70's? David '10-Liner' Hall has managed to fit a truly stunning version of said game into the obligatory 10 lines.

You must play a form of tennis by bouncing a flying ball past your opponent's bat. The first player to reach a score of nine points, wins.

It is for two players only and can be played with two joysticks, or alternatively, 'ROCKY' can be controlled by 'Q' for up to 'Z' for down, and 'ARNIE' has the controls of '[' up, '\' down.

```
arcade tennis
*************


1Ø DATA ØØØØFØØØØØFØØØØØØØ5Ø3FAØ5Ø3FAØØØØØ15FF2E1DFF2AØØØØ1ØFF251AFF2ØØØØØØØ3ØØF
ØF3ØØØØØØØØ4ØF4E8DØF28ØØØØØDØF4E8DØF1EØØØØØDØFØFØFØF
1EØØØ4ØF1A3Ø3Ø25ØF28Ø4ØFØFØFØFØFØF28Ø43C3C3C3C3C3C28ØØØØØØØØØØØØØØØØØØØDØFØFØFØFØF
ØF1EØØØØØØØØØØØØØØØØØØØDØFØFØFØFØFØF1EØØØØØØ
2Ø DATA ØØØØØØØØØØØØ4ØCØCØCØCØCØ8Ø4ØFØFØFØFØF28Ø4ØFØFØFØFØFØF28ØØ2DØFØFØFØF1E
ØØØØ3CØFØFØFØF3CØØØØØØ3C3C3C3CØØØØØØØØØ458ACFCFCF659A
CF9ACFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCFCF458AØØØØ448898CCCC
 CCCCCC4488ØØØØØØØØØØØØØØØØØØØØØØØØØØ
 3Ø DATA AF32ØC62CD2C7721DØC222A861CD4C76211EC322AA61CD4C76CD8F75CD6Ø75CDCF75CDF6
 75CD62763AØC62FEØØ28FØC9Ø6Ø52AAC6111Ø4FCD5176212BC3
 22AC6121Ø1Ø122AE613EØA32BØ61Ø6Ø52AAC6111FC4ECD51763E2FCD1EBB28F9C9213Ø3Ø22419C21
 17Ø5CD75BB3EØ6CD9ØBB3A419CCD5ABB2117
 4Ø DATA 1ØCD75BB3EØ9CD9ØBB3A429CC35ABB21419CØ6Ø1347EFE392ØD37832ØC6218CD21429CØ6
 Ø218EDDD21AA613E11CD1EBB2Ø5F3E3ØCD1EBB2Ø583E16CD1EBB
 2Ø353E31CD1EBB2Ø2E2AAA61Ø6161858DD21A8613E48CD1EBB2Ø383E43CD1EBB2Ø313E49CD1EBB2Ø
 ØE3E47CD1EBB2ØØ72AA861Ø6161831DD66Ø1
 5Ø DATA DD6EØØ11FØØØ19CD29BC7EFEØØCØDD66Ø1DD6EØØCD26BC18ØDDD66Ø1DD6EØØCD29BC7EFE
 ØØCØDD74Ø1DD75ØØØ61611DØ4EE5ØEØ21A772313ØD2ØF9E1CD26
 BC1ØFØC9Ø6Ø52AAC6111Ø4FCD517621BØ613AAE61FEØ228Ø7342AAC61231805352AAC612B3AAF61
 FEØ228Ø5CD26BC18Ø3CD29BC22AC613AAF61
 6Ø DATA FEØ22Ø182AAC61CD29BC7EFEØØ28223AAF61EEØ332AF61CD52771818 2AAC61Ø6Ø5CD26BC
 1ØFB7EFEØØ2ØE42AAC61CD26BC22AC612AAC6111FC4EØ6Ø5CD51
 763ABØ61FEØ1282EFE4BCØ2AAC6123237EFEØØ2Ø17CD26BCCD26BCCD26BCCD26BC7EFEØØ2ØØ6CDB7
 75C36Ø753AAE61EEØ332AE61184 62AAC612B
 7Ø DATA 7EFEØØ2ØEDCD26BCCD26BCCD26BCCD26BC7EFEØØ2ØDCCDC875C36Ø752195E611204ECD3B
 7721D3E611204EØE16228Ø3EØ6Ø81A77231310FA2A8Ø3ECD26BC
 ØD2ØECC9215E77CDAABC216B77C3AABCØ1ØØØØ3ØØØØØØfØ3ØØØ2ØØØØ32ØØØØØfØ3ØØ:ON BREAK CO
 NT
 8Ø 1=2ØØØØ:FOR k=1 TO 2:READ a$:FOR t=1 TO LEN(a$) STEP 2:POKE 1,VAL("&"+MID$(a$
 ,t,2)):1=1+1:NEXT:NEXT:1=3ØØØØ:FOR k=1 TO 5:READ a$:
 FOR t=1 TO LEN(a$) STEP 2:POKE 1,VAL("&"+MID$(a$,t,2)):1=1+1:NEXT:NEXT:SPEED INK
  25Ø,1Ø:INK 5,15:INK 14,26,15:INK 15,Ø,15
 9Ø INK Ø,Ø:MODE Ø:PAPER Ø:CLS:BORDER Ø:PEN 1Ø:LOCATE 1,21:PRINT "Rocky":PEN 12:L
 OCATE 16,21:PRINT "Arnie";:LOCATE 8,22:PEN 3:PRINT "
 ArCaDe":LOCATE 8,24:PEN 5:PRINT "TeNnIs":PLOT Ø,88:DRAWR Ø,14,2:DRAWR 636,Ø:DRAW
 R Ø,-14,6:DRAWR -636,Ø:PLOT 4,9Ø,1Ø
 1ØØ FOR t=1 TO 6:DRAWR 628,Ø:MOVER -628,2:NEXT:PLOT Ø,38Ø:DRAWR Ø,14,2:DRAWR 636
 ,Ø:DRAWR Ø,-14,6:DRAWR -636,Ø:PLOT 4,382,1Ø:FOR t=1
 TO 6:DRAWR 628,Ø:MOVER -628,2:NEXT:CALL 3ØØØØ:LOCATE 4,9:PRINT "PLAYER"PEEK(251Ø
 Ø)"WINS":FOR t=1 TO 5ØØØ:NEXT:GOTO 9Ø
```

WORDFINDER

by David Hall

If you have problems with Wordsearch puzzles, and cannot be bothered to take the time out to solve them by hand, David Hall returns with a short listing to solve them automatically.

Firstly once the program has loaded, type in the number of characters across and down in the puzzle (e.g. 20,17). The program will draw a grid which you must fill in the letters involved. You will then have prompts to enter words, which will be found for you, simple, huh?

```
10 MODE 1:INK 3,15,6:DIM i(36,21):PRINT "Greetings !":PRINT "I hope you're not g
oing to type with":PRINT"cold hands again (brrr) !":
PRINT:PRINT "How many letters (Across,Down) ";:INPUT a,d:GOSUB 90:PEN 2:PRINT CH
R$(22)CHR$(1);:FOR k=1 TO d:FOR t=1 TO a
20 b$=INKEY$:IF b$="" THEN 20 ELSE b$=LOWER$(b$):i(t,k)=ASC(b$):b$="":PRINT CHR$
(7);:LOCATE t+2,k+2:PRINT CHR$(i(t,k))
30 NEXT:NEXT:PRINT CHR$(22)CHR$(0)
40 PEN 1:LOCATE 1,25:LINE INPUT "TYPE WORD  -";w$:w$=LOWER$(w$):LOCATE 1,25:PRIN
T "SEARCHING FOR "w$:s=0:FOR k=1 TO d:FOR t=1 TO a:F
OR y=-1 TO 1:FOR x=-1 TO 1:GOSUB 100:IF s=1 THEN 50 ELSE NEXT:NEXT:NEXT:NEXT
50 GOSUB 90:PRINT CHR$(22)CHR$(1);:FOR k=1 TO d:FOR t=1 TO a:LOCATE t+2,k+2
60 IF i(t,k)<97 THEN PEN 3 ELSE PEN 2
70 PRINT CHR$(i(t,k)):NEXT:NEXT:PRINT CHR$(22)CHR$(0):FOR k=1 TO d:FOR t=1 TO a:
IF i(t,k)<97 THEN i(t,k)=i(t,k)+32
80 NEXT:NEXT:GOTO 40
90 CLS:PEN 2:PRINT "*** WORDSEARCHER (V.1) By David Hall ***";:PLOT 30,368,1:FOR
 j=0 TO d:DRAWR 16*a,0:MOVER -16*a,-16:NEXT:PLOT 30,
368:FOR j=0 TO a:DRAWR 0,-16*d:MOVER 16,16*d:NEXT:RETURN
100 q=t:f=k:FOR z=1 TO LEN(w$):IF i(q,f)<>ASC(MID$(w$,z,1)) THEN RETURN ELSE:q=q
+x:f=f+y:IF q<0 OR f<0 THEN RETURN ELSE NEXT:s=1:FOR
 z=1 TO LEN(w$):i(t,k)=i(t,k)-32:t=t+x:k=k+y:NEXT:RETURN
```

METEOR STORM

by David Hall

Another David Hall game continues to amaze us in the office with the versatility available within 10 lines.

All you have to do is move your space ship left and right, in order to avoid the oncoming debris. The most incredible thing about this game is the multi-coloured sprite. Control is by Joystick only.

```
10 MODE 0:INK 0,0:BORDER 0:PEN 2:x=5:y=5:n=14:m=2:GOSUB 40:PEN 6:n=13:m=1:GOSUB
40:PEN 13:x=2:y=1:n=16:m=10:GOSUB 40:PEN 12:n=15:m=9
:GOSUB 40:PEN 11:x=5:y=5:n=14:m=14:GOSUB 40:PEN 3:n=13:m=13:GOSUB 40:PEN 2:LOCAT
E 14,3
20 PRINT"SPACE":LOCATE 14,4:PRINT "------":LOCATE 14,5:PRINT "STORM":LOCATE 16,10
:PEN 13:PRINT "By":PEN 11:LOCATE 14,14:PRINT "Dave":
LOCATE 15,15:PRINT "Hall":LOCATE 14,16:PRINT "------":LOCATE 14,17:PRINT CHR$(34)
"Hi":LOCATE 14,18:PRINT "Mary"CHR$(34)
30 FOR t=10000 TO 10337:READ a$:POKE t,VAL("&"+a$):NEXT:FOR t=20000 TO 20183:REA
D a$:POKE t,VAL("&"+a$):NEXT:WHILE x>1:x=10:y=23:m=1
:n=1:PEN 1:GOSUB 40:LOCATE 12,22:PEN 7:PRINT "SCORE-":CALL 10000:LOCATE 3,13:PRI
NT "D E A D !":FOR g=1 TO 5000:NEXT:WEND
40 LOCATE n,m:PRINT CHR$(150);:FOR t=1 TO x:PRINT CHR$(154);:NEXT:PRINT CHR$(156
):FOR t=m+1 TO m+y:LOCATE n,t:PRINT CHR$(149)SPACE$(
x)CHR$(149):NEXT:LOCATE n,m+y+1:PRINT CHR$(147);:FOR t=1 TO x:PRINT CHR$(154);:N
EXT:PRINT CHR$(153):RETURN
50 DATA 21,9F,E6,22,40,9C,CD,5D,27,21,43,9C,6,7,36,30,23,10,FB,AF,32,54,9C,32,42
,9C,21,30,75,6,64,36,0,23,10,FB,CD,4A,28,CD,45,27,CD
,84,27,3A,54,9C,FE,0,C0,18,F2,3E,4B,CD,1E,BB,20,27,3E,4A,CD,1E,BB,C8,2A,40,9C,2B
,7E,FE,0,C0,22,40,9C,11,20,4E,E,16,E5,6,8
60 DATA 1A,77,23,13,10,FA,E1,CD,26,BC,D,20,F0,C9,2A,40,9C,11,9,0,19,7E,FE,0,C0,2
A,40,9C,23,18,D6,3A,42,9C,3C,32,42,9C,FE,A,20,35,AF,
32,42,9C,DD,21,30,75,6,1E,DD,7E,0,FE,0,28,9,DD,23,DD,23,DD,23,10,F1,C9,3E,1,DD,7
7,0,21,54,C0,ED,5F,47,AF,3C,FE,27,28,fa
70 DATA 10,F9,85,6F,DD,75,1,DD,74,2,DD,21,30,75,6,1E,DD,7E,0,FE,0,28,5D,3C,DD,77
,0,DD,66,2,DD,6E,1,CD,26,BC,DD,75,1,DD,74,2,C5,11,D0
,4E,E,4,E5,6,2,1A,77,13,23,10,FA,E1,CD,26,BC,D,20,F0,C1,7E,FE,0,20,6,23,7E,FE,0,
28,28,DD,7E,0,FE,B0,30,6,3E,1,32,54,9c,c9
80 DATA DD,66,2,DD,6E,1,E,4,36,0,23,36,0,2B,CD,26,BC,D,20,F4,AF,DD,77,0,CD,37,28
,DD,23,DD,23,DD,23,10,94,C9,6,2,21,49,9C,7E,3C,FE,3A
,20,5,36,30,2B,18,F5,77,10,EF,3E,A,CD,90,BB,21,18,D,CD,75,BB,21,43,9C,6,7,7E,CD,
5A,BB,23,10,F9,C9
90 DATA 0,0,0,54,22,0,0,0,0,0,0,AC,19,0,0,0,0,10,0,AC,39,0,20,0,0,10,54,D,1E,22,
20,0,0, 10,54,D,1E,22,20,0,0,10,AC,F,F,39,20,0,0,10,
AC,F,F,39,20,0,0,54,D,F,F,1E,22,0,0,54,D,F,F,1E,22,0,0,AC,F,2F,1F,F,39,0,0,AC,F,
F,F,F,39,0,0,AC,F,F,F,F,39,0,0,AC,1F
100 DATA F,F,2F,39,0,0,AC,F,F,F,F,39,0,0,AC,F,F,F,F,39,0,0,AC,F,2F,1F,F,39,0,0,A
C,F,F,F,F,39,0,0,54,D,F,F,1E,22,0,0,54,D,F,F,1E,22,0
,0,0,BC,2D,1E,39,0,0,0,0,54,BC,39,22,0,0,0,0,0,54,22,0,0,0,0,0,44,88,98,CC,44,88
```

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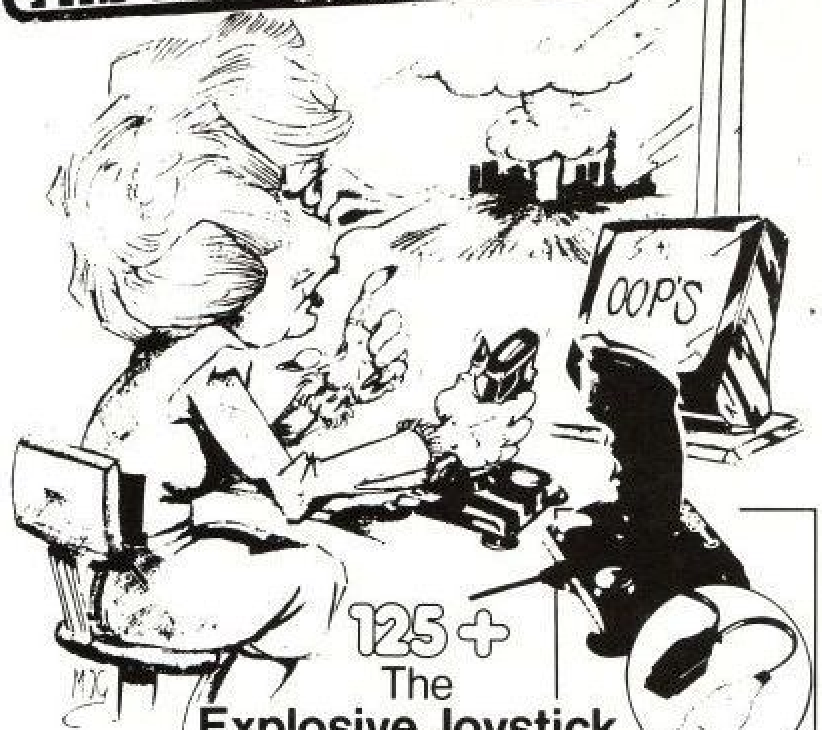
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HACKING

HAIRY HACKER



This month Vax encounters Salmonella, a multitude of Multidace hints, and lets you redesign the screens in Cybernoid.

Welcome to the chaos, hackfans. Here we are in the Easter bunny season, running all over the garden, trying to find the Easter eggs. Mum and Dad hiding in the background saying "I'm sure the Easter Rabbit left three dozen eggs." To which the kiddies reply "Perhaps he snuffed it half way through, due to salmonella poisoning?"

Meanwhile, back at the Hackery, no-one is dropping dead of food poisoning just this moment, in fact, not a lot is happening at all. This is fortunate, as I'm baby-sitting. We'll just pop another chocolate rabbit in the kiddies mouth, and get on with the column.

Reading between the lines.

If I've got my timing right, which does happen occasionally, this is about April Fool's season too. Well, when typing in progettes, look for bits in the DATA line like: 41, 70, 72, 69, 6c, 20, 46, 6f, 6f, 6c. That is what April Fool looks like in hex, and we've got no fooling about in this month's column.

The technique for spotting words in hex, is to search through the data for things in the range 40-80 separated by 20 or Od,Oa. The manual has a hex to ASCII conversion table in it, so 48, 61, 70, 70, 79, 20, 68, 75, 6e, 74, 69, 6e, 67.

Haeyere's a poke

The first wee pokette we have for yur is a **Nebulus** disck poker, by a guy called Vincent D'Haeyere, from somewhere in Belgium. I dunno exactly where it came from: The bottom of the sheet is cryptically market "Try Vax". Still, if you're reading this Vincent, its yours:

```
1   'Nebulus Hack (disc
2   'By Vincent D'Haeyere
3   '
10  MEMORY 32768:MODE 0
20  LOAD "Nebload.bin"
30  DATA 21, ef, 85, 36, 00, c9
40  FOR i=1 TO 6:READ a$
50  POKE &30+(i-1),VAL("&"+a$)
60  sum=sum+(VAL("&"+a$)*1)
70  IF sum<>2332 THEN 100
80  POKE &8172,&CD:POKE
    &8173,&30
90  POKE &8174, O:CALL 33024
100 PRINT "Error in DATA.":STOP
```

No instructions provided, but I'd recommend backing up your disc first, just in case, Then, load this routine, stick in **Nebulus** disc, and RUN.

Do you like the new-style listings by the way? Typesetters at the new regime has basically said "you do it, mate", so any complaints sent to me.OK?

Trimming your Multiface

Stephen Trimmer, he of Helpline Services fame, has sent by the Royal Snail another wondrous cheat sheet for you lucky Multiface II owners (and let's hope there are many more to come). You can, of course, remember how to enter these, can't you? Wake up at the back, laddie! I mean you! Oh well, I guess I'll have to explain it again.

First you load the game with your Multiface II on the back. Either an original or a backed-up copy, it doesn't matter. Then hit THE BIG RED BUTTON, 'T' for toolkit, 'H' for hex, (SPACE) to clear the address, and then the poke numbers with a comma in it. Hit (RETURN), (ESC), and 'R'. Bingo.

For example, should the likes of you be hacking **Renegade,** type BIG RED BUTTON, 'T', 'H', (SPACE), '0A48A7', (RETURN), (ESC), 'R'. That should get you your infinite lives, if you want you can now back up the saved version. Here's the list:

POKE	GAME AND EFFECT
B6A6,C9	Monty on The Run has no collision detection.
9BE3,C9	Monty on The Run has no crushers.
9CBC,00	Monty on The Run infinite lives.
1526,A7	Gryzor infinite lives.
0A48,A7	Renegade infinite lives.
042C,OA	Combat School slow timer.
A0C7,C9	ZTB invulnerability.
A853,C9	Spindizzy infinite time.
61CF,C9	Ghost Hunters infinite macho energy.
4551,C9	Druid infinite energy.
5749,00	Antirad gives you gavity boots.
64F4,00	Antirad gives you pulsar beam.
5BBE,B7	Antirad invulnerability.
A92B,C3	Wizball invulnerability for Wiz.
8925,01	Dizzy fast game.
751B,C9	Dizzy no collision detection.
1007,FF	Renegade 255 lives (if you need more, God help you).
5308,C9	Gyroscope invulnerability.
1F1F,C3	Bomb Jack invulnerability.
19FD,00	Bomb Jack infinite lives.
18E5,18	18 Bomb Jack II infinite lives.
AE3A,18	Fly Spy no E.N.C.T. aborts.
AB2C,18	Fly Spy can't die from bombs.
4A3F,00	Zynaps has no sprites.
6139,C9	Zynaps has increased rate of fire.
5F7E,FF	Zynaps 255 lives.

POKE	GAME AND EFFECT
069D,00	Superpipeline 2, infinite lives. Needs next poke.
066C,00	Part 2 of above.
4DA3,00	Technician Ted infinite lives.

2822,00	Android 2 infinite lives.
9641,00	Mutant Monty infinite lives, needs next one.
A16A,00	Part 2 of above.
8438,XX	Moon Buggy. XX=zone no.
1DE0,00	Gauntlet infinite lives.
3483,00	Gauntlet infinite smart bombs.
1Do8,00	Herbert's Dummy Run infinite lives.
297D,00	Hi Rise infinite lives.
2A7D,00	Infinite glue patches.
914A,00	Devil's Crown infinite oxygen.
917F,DO	Part 2 of above.
A103,00	Devil's Crown Infinite bullets.
8C11,00	Devil's Crown fish sod off.
6616,00	Wriggler infinite lives.
81B8,00	Part 2 of above.
16C4,C9	Dynamite Dan infinite lives.
9CB3,00	Cauldron infinite lives.
A831,C9	Spindizzy infinite time.
5395,00	Pulsator infinite lives.
5396,00	Part 2 of above.
071A,00	Revolution infinite lives.
071E,00	Part 2 of above.

Interesting how Josh's bijou-pokette for **Spindizzy** achieves a similar effect to Stephens, but by working its magik in a different place. Not possesing a kosher copy of Spindizzy or a Multiface II, I'll guess at there being maybe a coupld of versions. Either that or they're both doing the same thing different ways.

The **Gauntlet** pokette isn't for the blood-and-thunder one of late, but the rather nice defender clone that came out in the arly days of the 464. Ah, the nostalgia.

On the **Devil's Crown** poke, the fish are attracted to you until your oxygen supply is critical, and you begin to flounder. Sorry if this isn't the plaice for jokes like that. As the oxygen level doesn't drop)he poked it, remember?), the "Fish sod off" poke makes the fish, well, sod off. Hence his name for the poke.

Revolution

The last thing not to panic about is the corruption thet okurs inn rEevoltion. It's mostly harmless, and anyway, the first duty of a revolutionary is to get away with it.

Josh has also popped a few posers. He wants to know why the words BUG OFF appeag in certain games with alarming frequency. Well, this is not a chant to the Great God Clitch, in a vain hope to appease him and keep the hell out of the code. No, it is in fact a subtle suggestion from DJL, who wrote Speedlock. It is the name of a small file loaded in near the beginning, and the letters "BUG OFF" are actually executed as code. What you might refer to as calling names?

Seeing as I'm about to take the ol' driving test, cars, for the use of, must figure out how to do a "no collision detection" poke for the examiner. Now then, how can I con a Multiface II for review . . .

As it happens, Josh Ounstead of Fretherne-with-Saul (it's real!) in Gloucestershire has been doing much the same thing, but with slightly different games of course. Here's his list of Multiface pokes:

POKE	GAME AND EFFECT
0939,00	Joe Blade infinite strength.
105D,00	Joe Blade infinite ammo.
7C5C,21	Dan Dare (hooray!) infinite lives part 1.
7C6B,11	Dan Dare infinite lives part 2, goes with part one above.
02F3,00	Arkanoid infinite lives player 1.
0374,00	Arkanoid infinite lives player 2.
5166,00	Destructo infinite time.
3DAA,00	Destructo indestructability (?!).
79DA,00	Light Force infinite lives.
6BAE,00	Mission Jupiter Infinite lives on one player.
6BE2,00	Mission Jupiter Infinite lives on 2 player, player 1.
6C1E,00	Mission Jupiter Infinite lives on 2 player, player 2.
5F44,00	Mission Jupiter infinite fuel.
6154,00	Mission Jupiter infinite firepower.
2632,21	Impossible Mission infinite LIFTINIT passwords.
2634,00	Part 2 of above.
2659,21.	Impossible Mission infinite SNOOZE passwords.
265B,00	Part 2 of above.

Josh says that it's not a good idea to leave **Mission Jupiter** running for too long in demo mode, because it can't die and the autopilot does some silly things with it. Given half a chance, it will fly through the side, and die after a few interesting ad-libbed landscapes.

Well done Josh. Hope you did well in the Mocks, and that sheet 2 is well on the way to completion.

Hold on, hold on, the next letter in the pile IS his part 2 sheet. It must have been put there recently, as it has fewer tea-mugs rings and muddy paw-prints on it. Oh hum, I'll print it now, shall I?.

Deadlines

Josh also wants to know how to meet deadlines for the Hacker's column. This is a sore point of late (occasionally very late), and a subject of much anguish. To give you some idea of when you can expect to see your letters in print, it's now the 24th of February, and the deadline was two days ago. Life's a bitch and then you die, as Woody Allen says.

Some eerie pokes.

Still, some things ain't so bad, and this next pokette from Naill Brady in Erie will redesign your **Cybernoid** level 1 screen to something a little bit more exciting. Try this is you have the patience (and a copy of **Cybernoid**):

• Re-design that game!

```
1 ' CYBERNOID-Tape LEVEL 1 REDESIGNED
2 ' By Niall Brady, Eire
3 '
10 MODE 1
20 x=&40
30 READ a$:IF a$="NCB" THEN 80
40 POKE x,VAL("&"+a$)
50 x=x+1:GOTO 30
60 DATA 21,00,c0,11,1e,42,01
70 DATA 52,06,ed,b0,c3,00,02,NCB
80 MEMORY &3FFF:LOAD"!Loader",&4000
90 '
100 POKE &4133,0
110 POKE &4134,0
120 POKE &4135,0
130 POKE &4154,0
140 POKE &4153,&40
150 '
160 DATA 7E,14,14,13,35,36,37,15B
170 DATA 34,37,35,36,34,37,37,178
180 DATA 4E,4F,7D,FF,0D,00,52,278
190 DATA 53,7C,FF,0F,00,7D,14,26E
200 DATA 14,49.FF,0C,00,7E,02,1E8
```

```
210 DATA 03,15,FF,0C,00,7D,03,1A3
220 DATA 04,15,FF,0C,00,7E,04,1A6
230 DATA 05,15,FF,0C,00,7D,03,1A5
240 DATA 04,15,FF,0B,00,F8,7E,299
250 DATA 02,04,4A,14,49,FF,04,1B0
260 DATA 46,EA,48,14,14,14,14,1C8
270 DATA 7E,02,03,04,05,12,FF,19D
280 DATA 05,14,13,01,02,03,04,036
290 DATA 00,00,00,00,00,00,00,000
300 DATA 00,00,00,00,00,00,00,000
310 DATA 00,00,00,00,00,00,00,000
320 DATA 00,00,00,00,00,00,00,000
330 DATA 00,00,00,00,34,35,36,09F
340 DATA 34,37,37,12,14,14,14,0F0
350 DATA 14,14,14,14,14,11,FF,174
360 DATA 07,00,FF,08,47,15,FF,269
370 DATA 0F,00,15,FF,0F,00,15,147
380 DATA FF,0E,00,E9,15,FF,0B,315
390 DATA 00,10,14,14,14,13,00,05F
400 DATA FF,0A,00,12,14,14,14,157
410 DATA 11,FF,0C,00,94,95,00,245
420 DATA 15,FF,06,14,11,FF,05,243
430 DATA 00,96,00,00,15,02,03,0B0
440 DATA 04,01,02,03,15,FF,04,122
450 DATA 00,EE,12,14,14,13,00,13B
460 DATA 00,00,00,00,00,00,10,010
470 DATA FF,0F,14,15,FF,0B,00,241
480 DATA 30,31,00,00,15,FF,0B,180
490 DATA 00,32,33,00,00,15,FF,179
500 DATA 0F,00,15,FF,0F,00,15,147
510 DATA FF,0E,00,EC,15,FF,0F,31C
520 DATA 00,15,E9,22,22,FF,0C,24D
530 DATA 00,12,14,14,14,11,00,05F
540 DATA 00,10,FF,08,14,01,02,12E
550 DATA 03,04,15,00,00,15,01,032
560 DATA 02,03,04,04,03,02,01,013
570 DATA 00,00,00,00,00,00,00,000
580 DATA 00,00,00,FF,0F,14,14,136
590 DATA FF,0B,00,3C,00,3C,00,182
600 DATA 3C,FF,07,00,FF,04,FA,33F
610 DATA 3B,F1,3B,00,3D,FF,0B,2AE
620 DATA 00,3D,00,3B,F6,FF,0E,27B
630 DATA 00,3D,00,3C,FF,0B,00,183
640 DATA 3C,00,00,00,3B,FF,0B,181
650 DATA 00,3B,00,3C,00,3B,EE,1A0
660 DATA E9,E9,E9,E9,FF,06,00,4A9
670 DATA 3D,00,3D,00,3D,FF,10,1C6
680 DATA 14,01,02,03,04,05,01,024
690 DATA 02,03,04,05,04,03,02,017
700 DATA 01,02,03,00,00,00,43,049
710 DATA 6F,64,65,20,42,79,20,233
720 DATA 4E,69,61,6C,6C,20,42,252
730 DATA 72,61,64,79,20,A4,20,294
740 DATA 38,38,FF,0A,14,14,14,1B5
750 DATA 14,14,14,11,00,00,00,04D
760 DATA 2B,2C,00,2B,2C,FF,04,1B1
770 DATA 00,00,00,00,15,FF,04,118
780 DATA 00,2D,00,00,2D,FF,07,160
790 DATA 00,15,FF,0E,00,2E,15,165
800 DATA FF,0A,00,E9,00,EA,2F,30B
810 DATA 2E,15,00,00,00,00,FF,142
820 DATA 05,00,2E,2F,2E,2F,2E,0ED
830 DATA 2F,15,00,00,00,00,FF,143
840 DATA 04,00,2E,2F,2E,2F,2E,0EC
850 DATA 2F,2E,15,00,00,00,00,072
860 DATA 00,00,2F,2E,2F,2E,2F,0E9
870 DATA 2E,2F,2E,2F,15,14,14,0F7
880 DATA 14,14,FF,06,14,49,2F,1B9
890 DATA 2E,48,14,4B,01,02,03,0DB
900 DATA 04,01,02,03,01,01,02,00E
910 DATA 15,2E,2F,15,01,02,FF,189
920 DATA A0,00,7D,02,03,04,04,12A
930 DATA 03,03,04,01,02,02,01,010
940 DATA 02,01,01,02,7D,10,FF,192
950 DATA 0D,14,49,7E,15,FF,0D,209
960 DATA 00,15,7D,15,FF,04,00,1AA
970 DATA F8,10,14,14,11,FF,04,244
980 DATA 00,15,7D,15,FF,04,00,1AA
990 DATA F9,15,02,03,15,FF,05,22C
1000 DATA 00,7E,15,FF,05,00,15,1AC
1010 DATA 01,02,15,FF,04,00,96,1B1
1020 DATA 7D,15,FF,05,00,12,14,1BC
1030 DATA 14,13,FF,04,00,15,7E,1BD
1040 DATA 15,FF,0D,00,15,7E,15,1C9
1050 DATA FF,0D,00,15,7D,12,14,1C4
1060 DATA 11,46,10,FF,09,14,13,196
1070 DATA 00,00,00,00,00,02,01,003
1080 DATA 02,03,04,05,04,15,FF,126
1090 DATA 05,00,37,35,36,48,3C,12B
1100 DATA 00,3C,F6,3C,00,12,14,194
1110 DATA 14,11,FF,05,00,15,3B,179
1120 DATA F6,3D,00,3B,00,FF,09,276
1130 DATA 00,15,3D,00,00,00,3D,08F
1140 DATA FF,0A,00,15,00,00,3C,15A
1150 DATA 00,00,00,10,14,14,13,04B
1160 DATA FF,05,00,15,3C,00,3B,190
1170 DATA 00,3C,00,15,01,02,82,0D6
1180 DATA FF,05,00,15,3D,00,3D,193
1190 DATA 00,3D,00,15,01,02,03,058
1200 DATA 82,80,81,0E,0F,15,FF,2B4
1210 DATA 06,14,13,01,02,03,01,034
1220 DATA 02,03,04,05,15,04,01,028
1230 DATA 02,01,02,03,02,03,04,011
1240 DATA 02,03,02,03,04,01,15,024
1250 DATA FF,0F,14,13,10,14,14,16D
1260 DATA 14,13,EF,EA,12,FF,07,318
1270 DATA 14,11,15,FF,0E,00,15,15C
1280 DATA 15,FF,0E,00,15,15,FF,24B
1290 DATA 0E,00,15,15,FF,0E,00,145
1300 DATA 15,15,FF,0E,00,12,15,15E
1310 DATA FF,0F,00,12,14,14,11,159
1320 DATA FF,0C,00,01,01,03,12,122
1330 DATA FF,0C,14,01,02,03,04,129
1340 DATA 04,03,02,01,03,04,05,016
1350 DATA 01,02,03,04,05,04,05,018
1360 DATA 14,01,02,03,04,05,01,024
1370 DATA 02,03,04,05,15,00,00,023
1380 DATA 00,15,01,01,02,03,04,020
```

```
1390 DATA 01,15,79,FF,07,78,79,286
1400 DATA 11,01,48,14,14,14,13,0A9
1410 DATA 00,00,30,31,FF,05,00,165
1420 DATA 15,02,15,FF,06,00,32,163
1430 DATA 33,FF,05,00,15,03,15,164
1440 DATA FF,0D,00,15,14,13,FF,247
1450 DATA 08,00,00,00,00,00,00,008
1460 DATA 15,00,FF,09,00,00,00,11D
1470 DATA 00,00,00,15,00,FF,09,11D
1480 DATA 00,00,00,00,00,00,15,015
1490 DATA 00,FF,09,00,EE,00,00,1F6
1500 DATA 00,00,15,FF,05,14,11,13E
1510 DATA FF,04,00,20,20,20,20,183
1520 DATA 00,15,01,02,03,04,05,024
1530 DATA 15,00,00,10,FF,06,14,13E
1540 DATA 4B,01,02,03,04,01,02,058
1550 DATA 03,01,02,03,15,00,00,01E
1560 DATA 15,01,02,01,02,10,14,03F
1570 DATA 14,14,14,14,14,14,13,08B
1580 DATA 00,00,12,14,49,48,14,0CB
1590 DATA 13,FF,0C,00,15,15,FF,247
1600 DATA 0E,00,15,15,FF,0E,00,145
1610 DATA 15,15,FF,0E,00,15,15,161
1620 DATA FF,0C,00,27,28,15,15,184
1630 DATA FF,0C,00,29,2A,15,15,188
1640 DATA FF,0B,00,10,14,14,4B,18D
1650 DATA 15,FF,05,00,ED,ED,ED,3E0
1660 DATA 00,00,00,15,01,02,03,01B
1670 DATA FF,A0,00,7D,14,14,13,257
1680 DATA 00,12,FF,04,14,11,02,13C
1690 DATA 02,01,02,02,7D,FF,08,18B
1700 DATA 00,00,12,FF,05,14,7C,1A6
1710 DATA FF,0F,00,7D,FF,0F,00,299
1720 DATA 7E,FF,0F,00,7C,FF,0F,316
1730 DATA 00,7E,FF,0F,00,7C,00,208
1740 DATA 00,00,00,27,28,00,27,076
1750 DATA 28,00,27,28,00,00,00,077
1760 DATA 7E,00,E9,00,EB,29,2A,2A5
1770 DATA 00,29,2A,EA,29,2A,00,190
1780 DATA EC,00,12,FF,0F,14,00,220
1790 DATA 00,00,00,00,00,00,00,000
1800 DATA 00,00,00,00,00,00,00,000
1810 DATA 00,00,00,00,00,01,02,003
1820 DATA 04,03,01,03,04,01,02,012
1830 DATA 03,04,05,01,02,03,04,016
1840 DATA FF,10,14,00,47,47,FF,2B0
1850 DATA 0A,00,30,31,FF,0E,00,178
1860 DATA 32,33,FF,10,00,FF,10,283
1870 DATA 00,FF,10,00,FF,10,00,21E
1880 DATA EC,0F,0E,0D,0E,0E,0F,141
1890 DATA 80,81,82,0D,0E,0F,0D,1BA
1900 DATA 0E,0F,0D,FF,10,14,00,14D
1910 DATA 00,00,00,00,00,00,00,000
1920 DATA 00,00,00,00,00,00,00,000
1930 DATA 00,00,00,00,00,00,00,000
1940 DATA 00,00,00,00,00,00,00,000
1950 DATA 00,00,00,00,00,00,00,000
1960 DATA 00,00,00,00,00,00,00,000
1970 DATA 00,00,00,00,01,02,03,006
1980 DATA 04,04,01,02,03,04,03,015
1990 DATA 04,05,03,02,01,15,13,037
2000 DATA 4E,4F,00,3C,F1,3C,F2,2F8
2010 DATA 3C,FF,06,00,15,00,52,1A8
2020 DATA 53,00,3B,00,3D,00,3B,106
2030 DATA FF,06,00,15,FF,04,00,21D
2040 DATA 3D,00,00,00,3D,FF,06,17F
2050 DATA 00,15,FF,06,00,3C,00,156
2060 DATA 00,FF,06,00,FF,04,00,208
2070 DATA E9,3C,00,3B,00,3C,FF,29B
2080 DATA 06,00,96,FF,04,00,3B,1DA
2090 DATA 00,3B,00,3B,FF,06,00,17B
2100 DATA 15,FF,04,00,3D,00,3D,192
2110 DATA 00,3D,FF,06,00,15,0F,166
2120 DATA 0D,0E,80,01,02,03,04,0A5
2130 DATA 05,82,0F,0D,0E,0F,0E,0CE
2140 DATA 15,FF,0F,14,13,01,04,14F
2150 DATA 03,02,01,15,00,00,15,030
2160 DATA 01,02,03,04,04,04,01,013
2170 DATA 02,48,14,14,14,4B,00,0D1
2180 DATA 00,4A,14,14,14,49,03,0D2
2190 DATA 03,02,03,15,FF,0A,00,126
2200 DATA 15,02,02,02,01,13,FF,12E
2210 DATA 0A,00,15,01,01,03,FF,123
2220 DATA 08,00,00,00,00,F9,15,116
2230 DATA 02,03,01,02,11,FF,09,121
2240 DATA 00,00,15,01,02,03,04,01F
2250 DATA 15,00,46,46,00,00,46,0E7
2260 DATA FF,04,00,15,01,02,03,11E
2270 DATA 04,15,00,4C,4D,EB,00,19D
2280 DATA 4C,4D,00,00,FC,15,01,1AB
2290 DATA 02,03,04,4A,FF,0A,14,170
2300 DATA 4B,04,01,02,01,02,03,058
2310 DATA 04,01,02,04,04,01,02,012
2320 DATA 03,04,01,02,03,04,15,026
2330 DATA FF,0B,00,15,01,02,03,125
2340 DATA 15,FF,0B,00,15,01,02,137
2350 DATA 03,15,FF,0B,00,12,14,148
2360 DATA 49,03,15,FF,0C,00,FD,269
2370 DATA 15,01,15,00,00,85,83,133
2380 DATA 84,86,FF,07,00,15,03,228
2390 DATA 15,00,00,8B,00,00,8B,12B
2400 DATA FF,07,00,15,02,15,00,132
2410 DATA 00,92,00,00,92,00,00,124
2420 DATA 46,46,00,00,00,15,01,0A2
2430 DATA 15,00,00,92,00,00,92,139
2440 DATA 00,00,4C,4D,FD,00,00,196
2450 DATA 15,01,12,FF,0D,14,13,15B
2460 DATA 01,FF,10,04,00,00,00,114
2470 a=&C000:l=160:WHILE l< 2410
:GOSUB 2480:WEND:GOTO 2520
2480 cs=0:FOR x=1 TO 7:READ v$
:v=VAL("&"+v$):POKE a,v
2490 cs=cs+v:a=a+1:NEXT:READ c$
:c=VAL("&"+c$)
2500 IF c<>cs THEN PRINT"Data
error in line ",l:END
2510 l=l+10:RETURN
2520 CALL &4000
```

TYPE IT YOURSELF



Thomas Betts has problems with his variables, but soon finds out how to dump them.

If you are a very dedicated programmer, or just dedicated and very wealthy, then you will have all your BASIC programming aids on ROM. Or are you like many of us, relying on listings and give-away cassettes? I say, relying, but do you find your variables dump listings reliable?

Has this been your experience?

You can't find a variable in a program you are working on.
You save the program; change cassettes to load a variables dump; reload your program; and your machine then takes great delight in giving you unhelpful messages such as, Memory full, Overflow, Improper argument.

Yes?

Or, If all seems to be well, the variables dump doesn't dump all the variables, and by way of compensation dumps some variables which aren't really there at all.

If that happens to you this TYPE-IT-YOURSELF variables dump program is yours. Away with the wait for tape! Just type in a few lines and dump.

Instead of using the uncertain method of looking at the list of variables, which BASIC installs into memory when a program is run, this dump program looks through the BASIC program itself. Before we can look for the variables we shall need to know where, in memory, to find the lines of a BASIC program, and then to know how to recognize a variable name when we see one.

The CPC memory map gives &40 (64 in decimal) as the lowest address for use by BASIC. We shall start from there.

Finding the Lines

Switch on the CPC and enter this BASIC program:-

```
10,
20,,
30,,,
255,,,,
258,
```

Yes! Nothing but line numbers and commas. Now enter the direct BASIC commands:-

```
MODE 1:Zone 6:FOR a = 64 TO
405:PRINT PEEK(a),:NEXT
```

For this exercise you can ignore the first few numbers which are printed to the screen – actually they represent the direct BASIC command which you have just entered – and ignore the rows of zeros which follow. When the screen stops scrolling, the bottom seven rows will be these:-

0	0	0	0	6	0
10	0	44	0	7	0
20	0	44	44	0	8
0	30	0	44	44	44
0	9	0	255	0	44
44	44	44	0	6	0
2	1	44	0	0	0

There are lots of 44's about, 44 being the ASCII code for a comma. We can see a 10, a 20, 30 and 255. We have found our program. The six in the top row is the first byte of the program and counting backwards from the bottom (405) gives us 368 as its address. Six is the length of the BASIC line as it now is in its stored form. The 10 on the next row is the line number; 44 represents one comma; and the sixth byte, starting at 6, is a zero marking the end of a line. The following seven is the length of line 20, and so on. Numbers greater than 255 need more than one byte (8 bits, or BInary digiTS) so two bytes are given to the line length, and two to the line number. It is the accepted practice that the low byte comes first; thus the number of the last line ofr short test program is given by the first two bytes on the bottom row (the third and fourth bytes of the line): (2*1) + 1*256) = 258.

Recognizing a variable name

Enter this BASIC program:-

```
10 aaaa = 4
20 bbb = 5
30 x = y
65430 memry = 368
65440 length = PEEK(memry)
 + PEEK(memry + 1)*256
65450 linumb = PEEK(memry + 2)
 + PEEK(memry + 3)*256
65460 IF linumb = 65430 THEN
STOP
65470 PRINT:PRINT linumb,
65480 FOR addr = memry + 4
TO memry + length-1
65490 PRINT USING "****";
PEEK(addr);
65500 NEXT addr
65510 memry = memry + length
65520 GOTO 65440
```

Enter: ZONE 2:MODE 2:RUN 65430

Notice that the use of PRINT USING has lined up the units digits of the numbers:-

```
10 130 0 97  97  97  225 239 18  0
20 130 0 98  98  226 239 19  0
30 130 0 248 239 13  0   0   2490
```

I did think I would leave you to decipher this, but that might have provoked correspondence, and my wife already tells me that I need forty-eight hours in a day.

After 10, the three bytes 13 0 0 are an indication that a variable name follows immediately. 97 is the ASCII for the lower case letter "a". 225 is 97 + 128. (BASIC adds 128 to the ASCII code of the last character of a variable name). 239 is the BASIC token for " = " (equals). 18 is a "Tokenized" number 4. The following 0 indicates the end of the line. Line 20 follows the same rules. Line 30 has two variable names, each with one character. ASCII code for x is 120; y is 121.

Enter RUN.

In line 10 the 13 0 0 is now 13 8 0; in line 20 the 13 0 0 is now 13 19 0; in line 30 the first 13 0 0 is now 13 28 0.

The new numbers are an indication of the positions of the variables in the list of established variables. Notice that in line 30, the second 13 0 0 has not been changed: the variable has not been put on the list. This is a simple example of what I meant when I said that looking at the list of variables is an uncertain method to use.

Before we move on, amend the test program by entering:-

```
10 aaa% = 4
20 aaa! = 5
30 aaa$ = "6"
```

Enter: RUN 65430:-

```
10 2 0 0 97 97 225 239 18 0
20 4 0 0 97 97 225 239 19 0
30 3 0 0 97 97 225 239 34 54 34  0
```

We can now be more specific and say that the indication given by 13 0 0 is that a default variable follows. A default variable is a variable without a type-marker. Variables with a type-marker are indicated in the way shown. Notice that the variable name does not include the type-marker. (Type-markers are explained on page 4.6 of the CPC 464 User Instructions. The 6128 User Instructions refer to them on pages 3.14 and 3.15 but I cannot find explanations. Briefly, % is for integer; ! is for real; and $ is for string). Default is real unless set otherwise by BASIC command, DEFINT or DEFSTR. Notice in line 30 that the character 6 is represented by its ASCII code, and not as a tokenized number, as are 4 and 5 in lines 10 and 20. ASCII code for inverted commas is 34.

Finding variables

To find a variable (default type) we could use the line:-

```
IF PEEK(addr) = 13 AND
PEEK(addr + 1) = 0 AND
PEEK(addr + 2) = 0
```

etc., but execution is very much faster if we use the two lines as under.

Delete 65470 and 65490, and add:-

```
65492   IF PEEK(addr)<>13 THEN
        65500
65494   IF PEEK(addr + 1) +
        PEEK(addr + 2) = 0 THEN
        GOSUB 65522
65522   ok = 1:n = 0:WHILE ok
65526   v = PEEK(addr + 3 + n)
65530   IF v<123 THEN PRINT
        CHR$(v);ELSE PRINT
65532   n = n + 1
65533   WEND
65535   RETURN
```

You would alter line 65492 if you wanted to dump variables of another type or types.

At this stage I did some testing to see what speed of execution one might expect. It isn't as fast as **MAXAM** on tape which is incredible and needs to be seen to be believed, but it does work and my **MAXAM**, to quote the instructions, "does not work with BASIC variables because of the unusual way BASIC tokenizes its lines." On a program of 554 lines, with a size of over 22K, and having 839 instances of variables, some string and some not type-marked, all the variables with their line numbers were listed faster than 4 per second. I added an integer type-marked variable at the end of the program, and it was found and listed on one minute and a half.

As a program, TIY does not pretend to be user friendly; it is a programmer's program. But at the cost of the losing of some of its type-it-now utility, we could allow two concessions to friendliness.

Firstly, although the program looks secure, it can happen that a chance succesion of bytes will break through and a strange character will be printed to the screen as a variable. I find that that annoys me. The following alteration will bar all characters except those which are allowed in a variable name: upper and lower case letters, figures and the full-stop.

Amend and/or add:-

```
65529   IF (v<123 AND
        v>64)OR(v<58 and
        v>47)OR v = 46 THEN
        PRINT CHR$(v)
65530   u = v-128:IF (u<123 AND
        u>64 7946 7<58 AND
        u>47) OR u = 46 THEN
        PRINT CHR$(u):ok = 0
```

Secondly, you may wish to select which variable name to dump. The following changes provide for that.

Make the alternative amendments:-

```
65522   ok = 1:n = 0:v$ = ""
65530   IF v<123 THEN
        v$ = v$ + CHR$(v)ELSE
        v$ = v$ + CHR$(v-128):ok-
        = 0
65534   IF t$ = ""THEN PRINT v$
        ELSE IF v$ = t$ THEN
        PRINT v$
```

When the program is running, press (ESC) twice and enter:-

```
t$ = <"variable name">:CONT
```

The following few paragraphs I have left to near the end because I would sooner forget them than commit them to print. But to omit them would be doing you a disservice.

When I was testing this dump program for its speed of execution, I also ran a court.

The sum of default variables and string variables (there were no others) was a lot less than the count of all variables. Investigation showed that some of the default variables were preceded by 11 0 0, not by 13 0 0. It is a simple matter to cope with this stranger, but it is rather disconcerting. Are there, one wonders, any other tokens signifying variables? Perhaps, upon reflection, we might have been intrigued by the gap in the list of tokens for variables, 2, 3, 4, and then 13, and might therefore have been less astonished when 11 showed itself. Meanwhile, until I know more, I shall catch all from greater than 1 (the token for colon, as I discovered after a mistype) to less than 14 (the token for number zero, as you can calculate from your new knowledge of BASIC tokens for small numbers).

If I ever find one of those 48-hour days which my wife says I need, I shall delve deeper in search of a solution. In the meantime, if there is anybody out there ... ...

I hope you have found more here than the variables dump program. If you have, then I am sure you will get a lot of fun delving deeper. Let me suggest, for a modest start, you have a look at the following. Switch on and enter:-

```
a = 1:b = 1c = 1:PRINT @a;@b;@c
```

The @-key is next to the P-key. Switch off and on and enter:-

```
a% = 1:b% = 1:c% = 1:PRINT
@a%;@b%;@c%
```

Here below is TIY in a form which should dump all varieties of variables. Add it on to the end of the program to be dumped and RUN 65430. If you can remember 368, 2, and 13, then you should be able to remeber (or re-think) the remainder. In this respect, I think that it is helpful having "the works" as a subroutine.

```
65430   memry = 368:DEFINT a-
        z:ZONE 2
65440   length = PEEK(memry) +
        PEEK(memry + 1)*256
65450   linumb! = PEEK(memry + 2)
        + PEEK(memry + 3)*256
65460   IF linumb! = 65430 THEN
        PRINT"END":STOP
65480   FOR addr = memry + 4 TO
        memry + length-4
65492   IF PEEK(addr)>13 OR
        PEEK(addr)<2 THEN
        65500
65494   IF PEEK(addr + 1) + PEEK
        (addr + 2) = 0 THEN
        GOSUB 65522
65500   NEXT addr
65510   memry = memry + length
65520   GOTO 65440
65522   ok = 1:n = 0
65523   PRINT linumb!,
65524   WHILE ok
65526   v = PEEK(addr + 3 + n)
65530   IF v<123 THEN PRINT
        CHR$(v); ELSE PRINT
        CHR$(v-128):ok = 0
65532   n = n + 1
65533   WEND
65535   RETURN
```

Have you noticed the small alteration in line 65480? It now has . . . length-4, not -1. Dumping is faster, and we do not ned, just here, to look at the last three bytes of the stored line, do we? In loops, especially, execution is very much faster using integers. But the upper limit for integers on the CPC is 32767. So, as we have used DEFINT a-z, we must type-mark linumb!, or use lower line numbers in the TIY dump.

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EPROM PROGRAMMING

In the last issue we had a look at each of the eprom programmers made for the CPC and, now that we've had a few weeks to rush out and buy one, we are all no doubt poised with Arnold powered up, our programmers plugged in and our minds pregnant with anticipation (huh?) at filling our very first eprom with all our carefully prepared pieces of code. But just a minute. You can't go bunging loads of machine code into eproms any old how and expect them to work. Arnold has an excellent system for using extra roms, but that isn't it. On power up and resets, one of the first things that the computer does is look for external roms and it initialises any that are found. For this to happen certain, data must be in certain places within the eprom. It's all very simple but it needs to be accurate, so here we have a quick tutorial on what to put in, and where.

First, a short word for those readers who are not familiar with Arnold's expansion roms system. "Hi." OK then, we begin. Most external roms are accessed, when needed, via a bar command (shift @) from the keyboard or program whilst at other times they are dormant. There are called Background roms and are recognised by the computer as their first byte is always &01. Other types are Foreground (&00), which replace Basic and take complete control of the computer, and Extension (&02), which are accessed from within a Foreground rom. The most useful and therefore the most common type is the Background rom.

GET IN THERE

If you have a disc drive with its rom, then you already have one such background type. Let us assume that we are designing a rom which needs its own private chunk of ram as a workspace, announces its presence on screen and also needs to react to a number of bar commands.

Every time the computer is powered up or reset the operating system will enter our rom at address &C006. This address is set by the system and it must contain a jump instruction. In fact it is the first entry in the jump-block, which we will examine later. The address to jump to must be in &C007/8 and it must be the start address of our rom's initialising routine. e.g. &C3 &D000 = jump to &D000, although any suitable address within the rom would do. A return instruction at the end of the routine would hand control back to the computer. At this point the Z80 registers, DE and HL, contain the addresses of the lowest and highest bytes of free ram respectively. To reserve some for our own use we must alter one or both of them before returning control to the computer. When we hand back, these registeres must contain the new addresses of free ram.

```
ADDR  CONTENTS

C000  rom type (01 = background)
C001  make
C002  version
C003  level
C004  start address of
C005  command name table

JUMPBLOCK
C006) jump to initialisation
C007} routine's start
C008) address
C009) 2nd jump
C00A}   in
C00B) jumpblock
C00C) 3rd jump
C00D}   in
C00E) jumpblock
C00F)
C010}   etc.
C011)

COMMAND NAME TABLE can be anywhere
in the rom.
```

WHO'S A PRETTY BOY THEN?

Now for the ego trip. We'll announce our rom's presence on the screen. Any machine code programmer worth his salt could go to town with the display but the more you put on the screen, the less rom you have left for actual programs. A one liner such as 'Auntie John – a rumour in his own time' is probably best. That done, a return instruction will hand back to the computer, having made sure that DE and HL are correct for it to complete its own initialising. We have done only two operations in our routine, but you can do a great deal more at this stage as installing firmware jumpblock intercepts, installing your own ran routines, etc.

BAR COMMANDS

You will notice that I didn't mention the bar commands in the initialising stage. Preparations in the ram may need to be made for some of them at that time but mostly they will be either stand alone routines or they will modify the ram as theu are called. Having found our rom, the computer has placed it on the list of possible bar command receivers and each time such a command is issued, from keyboard or program, our rom will be included in the search for it.

The pathway to each bar command's rom routine is very exact and must be implemented precisely. Somewhere in the rom must be a table of all its bar command names and &C004/5 must contain the start address of this table. Also a jumpblock must be included which starts at &C006 with the initialising routine jump. These two relate to each other in that the first name table applies to the first jump in the jumpblock, the 2nd to the 2nd, and so on. Up to 16

characters can be used for each command name but bit 7 of the last character of each name must be set to 1 (add 128 decimal). They are stored in the table without gaps. The end of the table is marked by a nul (0) in the byte following the last name. Obviously a name cannot have 0 as its first character. The bar command **IPROG** would be stored in the table as:

```
CHAR HEX DEC
P &50 80
R &52 82
O &4F 79
G &A7 199 (71+128)
```

The bar (shift @) is not stored with the name and only ASCII characters from 0 to 127 can be used. This raises an interesting point. We have seen that, since the initialising routine must have a name in the name table associated with its jump in the jumpblock, it would be accessible from the keyboard. This would usually be undesirable, so the inclusion of a space (ascii 32) in the name, which will not be accepted by Basic, will prevent any accidental re-initialisation.

THE JUMPBLOCK

The jumpblock is a series of jump instructions and addresses, one for each command name, which must start at &C006 with the initialisation jump. When a bar command is issued, the system searches the command name table for a match. If a match is found at, say the 4th entry in the table, then the system will go to the 4th entry in the jumpblock and jump to the address it finds there. No terminating byte is needed.

VERSION

The second, third and fourth bytes of the rom (&C001/1/2) are reserved for your own version numbers. If they contained 1, 2 and 3, for example, then our previous one line announcement would read 'Auntie John – a rumour in his own time 1.23', which, coincidentally, is a pretty accurate estimate of his mental age, in years.

That completes the parts of the rom



which the system insists must be exact. Now you're on your own. What programs you put in, and where, is entirely up to you. You could even store a Basic program in an eprom along with a routine to download it when called by a bar command.

TIPS

A return instruction at the end of any rom routine will get you back to the place from where you entered it. i.e. the keyboard or a Basic program.

Rom 'slots' or 'numbers' are taken care of by the romboard. You don't need to include anything in your roms for this purpose.

The computer will search all possible bar command receivers for a name. These are all roms and RSXs and the first name it finds will be used, so take care not to duplicate any.

To erase an eprom without an eraser, find yourself a friendly hairdresser with an ultra violet sterilising unit. Half and hour in one of those will clear its memory.

I keep repeating this but it is worthwhile. Don't handle chips by the pins. Some of them can be killed off by static so err on the side of caution and touch no pins.

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PROFILE

GOLD BUT STILL GLITTERING?

Big boss Duncan Evans travels north to grimy Birmingham to talk to the people behind one of the country's largest software houses, US Gold.



What you see in the arcade at the beginning of the year, is invariably out on the computer by Christmas, and one of the leading companies involved in coin-op conversions is US Gold. Although conversions make up a fair portion of US Golds output equal importance is given to imported products from the US and from Europe. To accommodate this split in the origination of its product line, US Gold recently reshuffled itself internally into four specific departments, and it was with the heads of those departments that I spoke.

The man in charge of the coin-op conversions from Capcom is Andrew Chorzelski who stated intention is to make Capcom, "Something that the consumer aspires to purchase."

LED Storm started off the Capcom 1989 campaign, in late February, and Chorzelski declared, "With very few exceptions, it is looked on sa the title of the month, possibly the title of the year. That's the way it's been perceived already," Chorzelski asserted.

Personally I doubt that but there's also **Last Duel** (another car game) due for April/May, **Forgotten Worlds** in May/June, and around July there will be **The Strider.**

• One a road to nowhere



The Strider is based on a coin-op that hasn't even been released in the arcades yet, and will be programmed by development houses, Tiertex, but as Andrew admitted, "It's a title in name only at the moment."

The next two releases are bound to create a great deal of interest, being **Black Tiger,** due for August, and **Ghouls and Ghosts** for the last quarter. Ghouls being the sequel to **Ghosts and Goblins.** That one might be regarded as the CPC title of the year, and backs up a strong release schedule.

The Capcom Product Manager was quite enthusiastic. "I can't think of any other one brand other than Capcom that is releasing that sort of schedule as a label."

EURO WARS

Alexa Czechowski is the Product Manager for European Licences and is primarily responsible for Rainbow Arts and Topo Soft's products.

Undoubtedly the most exciting product in Alexa's portfolio is **Denaris,** the scrolling shoot 'em up that Activision had removed from the market. Although only available on the C64 and Amiga at present there is the possibility of another programming team, not Rainbow Arts, converting the game to the CPC. Lets hope someone does.

It is unlikely that any of the other Rainbow Arts games will be converted, but who knows, it you all write to Alexa at US Gold, Unit 2/3, Holford Way, Holford, Birmingham B6 7AX, then you may change their minds.

The first Topo Soft game has been

reviewed in this very issue, and (he said, turning the page to read the review), **Chicago 30's** was not too well received. Other Topo Soft games will be available on the CPC, but lets hope they are better than the first one.

JONES IS BACK

Susan Baker, US Licencees Product Manager, is primarily responsible for the marketing and sales of Lucasfilms, Epyx, Access, Accolade, plus others.

Until very recently Lucasfilms have been very quiet, I asked Susan what was going on.

"**Ballblazer** and **Rescue on Fractalus** were very good products, but that was a while ago. **Zak MacKraken** is the first of the new batch and the response to that product has just been fantastic."

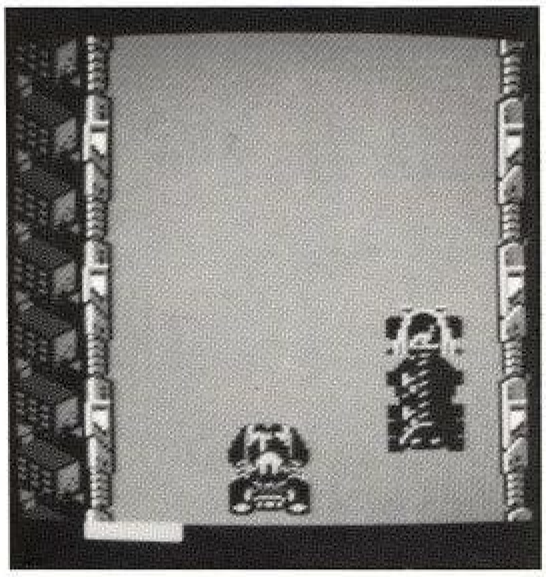
But can you get Zak on the Amstrad I pressed. Reluctantly she admitted that you couldn't, nor the next one, **Battlehawks 1942.**

Zak and Battlehawks were both developed in States but the next title is being written here, which means you will be getting a CPC version (hooray). It's based on the last Indianna Jones film; **Indianna Jones: The Last Crusade** (obviously enough), starring Harrison Ford again.

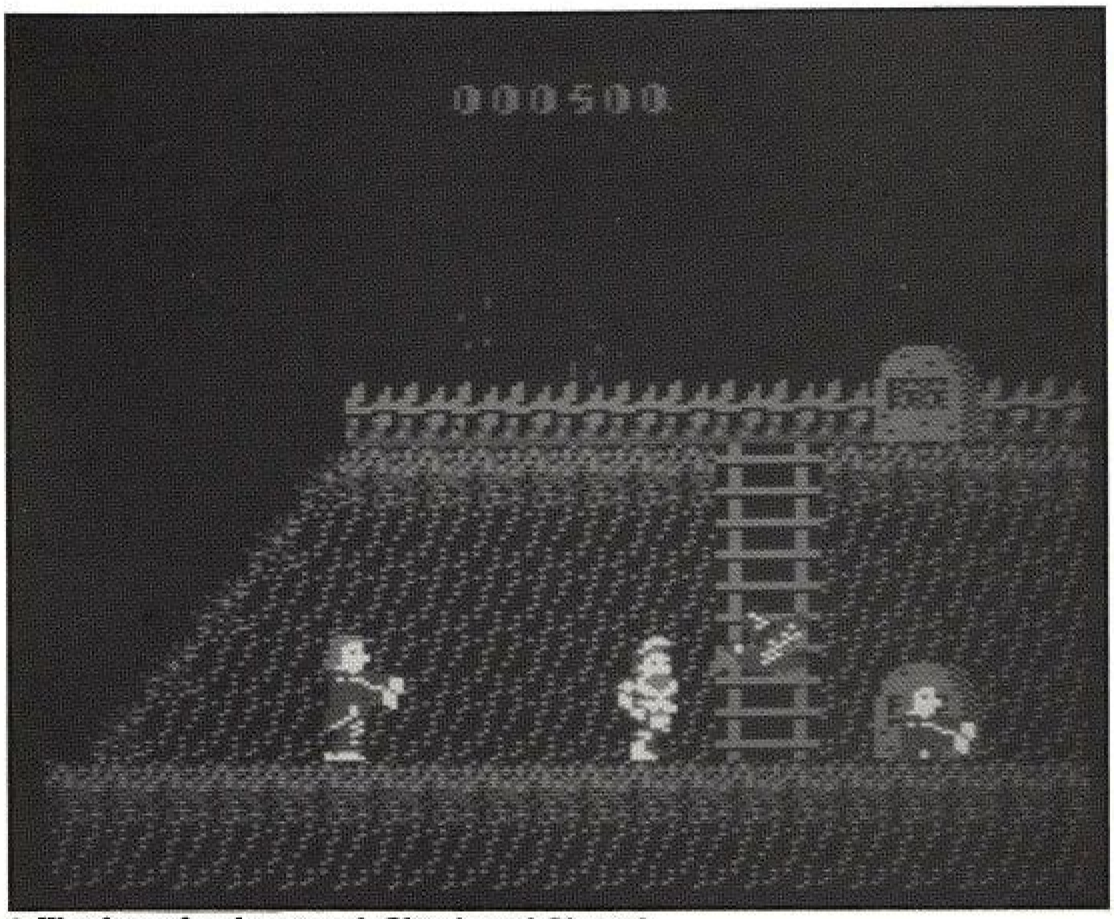
Lucasfilms, in the States has its own product which will be an adventure, and released in the UK in August, one month after the film opens on June 15th.

The UK version is being developed by Tiertex and will be an action game, available in September. There will then be three other Lucasfilms titles between then and Xmas.

Just in case you were getting confused over the seemingly endless games variants, when **The Games: Summer Edition** is released in May



• A small breeze?



• Watch out for the sequel, Ghouls and Ghosts!

• Grimy Birmingham



then it will carry the suffix **Summer Games III.** Susan pointed out that, "If there is any confusion in the eyes of the consumer then hopefully this will get round it."

Surprisingly, Epyx will be moving away from the sports scene sometime during 1989 into a completely different field. Alas Susan declined to comment on what it would be.

However, Access will have new product this year, with **Heavy Metal** scheduled for August.

DUNGEON MASTER

Bob Malin, European Product Manager for Wargames and RPG Division has had a hard time recently. His portfolio only incorporates SSI at present, but briefly, seemed to include Intergalactic Developments, thanks to the nabbing of the rights to **Universal Military Simulator 2.**

Unfortunately for Bob, Intergalactic was made a better deal before contracts were exchanged and so **UMS 2** has gone elsewhere.

Anyway, you can look forward to more AD&D from SSI. The next product is Hillsfarm which is basically a training ground and brief adventure scenarios game, for individual characters from **Pools of Radiance.** Its primary function is to build up characters so that they will be read for higher level adventure in **Curse of the Azure Bonds.**

This is similar to **Pools of Radiance,** which US Gold is still undecided as to release it or not on the CPC. Strange considering that **Heroes of the Lance,** the other AD&D product is already out on the CPC.

Speaking of which, you can expect **Heroes of the Lance 2,** which features more detail and depth, sometime before Christmas.

THAT'S ALL FOLKS

Although you're not likely to see too many CPC conversions of American and West German games, anything that is sourced in this country will include a CPC version, and if US Gold can deliver the goods to match up to its release schedule then 1989 looks like being a good year for both the Birmingham outfit and the end user.

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Crawler

I'm not crawling, but your magazine is so great I'm proud to own an Amstrad. It's brilliant, thanks.

Brian Hillard,
Garndiffaith, Gwent.

PS. I've owned a 464 since 1984. I love 'em.
PPS. Please could you tell me if you prefer written letters or printouts.

ED: What a nice letter to start with.
PS. So do we.
PPS. It doesn't matter as long as we get the response.

Complimentary note

While avidly reading the March ACU, I noticed in the letters that someone was giving away a free adventure. Now I have seen some of these home brewed adventures, with most of them being pathetic, I thought that this will be a lemon. However, I am a pensioner and cannot afford £15 for a game, so I sent off for it straight away.
It cam by return post together with a full page of instructions and I was surprised. It has no spelling mistakes and no bugs as fas as I have got, it is also really very good. It has no pretty pictures, but then neither does an Infocom adventure.

This is the first time I have written to a computer magazine, but I felt I must show my appreciation for such a good effort and hope Mr. Bond can be persuaded to keep up the good work, which is of such benefit to us senior citizens, and school children, whohave to count every penny. I am very happy with my 464. It is my hobby and I hope Mr. Sugar will keep it going for years yet.

J. Pringle
Manchester.

ED: For those who mised the March edition (where were you?), the adventure was offered by K.N. Bond, of 17 Adel Park Gardens, Leeds LS16 8BN. And may we at ACU congratulate Mr. Bond for offering such a kind hearted service.

Moan, moan, moan

I think ACU is turning into a heap of rubbish since the merger. You should have a separate adventure section and the old top 20 software chart (in preference to the top 10). The ratings should be changed to how CPC Computing had them (I think CPCC was the nest magazine ever) with separate percentages for addictiveness, presentation, playability and so forth. I think you are more like Computer and Video Games than a decent Amstrad CPC magazine, and I really hate the 'Which Game' section, it is almost identical to C+VG's. many other people think you are turning into "just another computer magazine" and several CPC users I know have stopped buying ACU altogether because of the changes,
The only thing I really like, apart from the D.I.Y. hardware projects, is the front cover. I quite like Hacking and the Letters pages though.

James Clark,
Doncaster, South Yorkshire.

ED: You'll be pleased to note, James, that many of your pet hates have been changed, hopefully for the better.

Crawler (part 2)

I would just like to say that I think your magazine is: BRILL, FAB, AMAZING, WONDERFUL, SUPER, WICKED, GREAT, UNPUTDOWNABLE, UNFORGETABLE, UN...FUNNY (oops!), CRAZY, ZANY, WHACKY, and above all, OZONE FREE! Phew! Now I've got that off my chest, I'd like to tell you why. Your games review section is the best around, with excellent scoring systems and all the family like comments (unlike other mags where every other word is f***). The pokes section is totally wicked, and I want to adopt Vax. But best of all, your articles are brilliant, well written, and

very interesting. As I always say, a good article is like a pink banana, very rare! Anyway, I just think that ACU is the best mag around, and one of the cheapest. Keep it up!

Alex Martin,
Bracknell, Berkshire.

ED: So glad you liked the magazine, it seems a shame that we've changed it. I hope you like it even more now.

Shome mishtake shurely

Congratulations! New Publisher – New Typesetter – New Printer – New Office, alas mistakes. I have recently received my copy of the April ACU from the Amstrad User Club and note the following gaffs.

a) The prize shown on the front cover does not match the prize shown on page 41.

b) Page 3 shoes under Features – Stock Control, page 33, but this page contains previews of Driving Force and Under Seige.

c) On page 30 Steve Gold looks at Micronet and Prestel but column three at the top shows the first years subscription as $69.95. Do I consult my bank for the latest rate of exchange, of do I take it that you mean £69.95.

d) In the article on hardware, page 42, you quote that Comet are selling the TV Tuner and Alarm Clock/Radio as separate items, but where? On enquiring at my local branch I received a definite NO. If, perhaps, you could give your avid readers the stock numbers as supplied by Comet, this will assist their staff in tracing these items in the system. I could go on (no I hear you cry) but why? This is just teething problems isn't it? It is, isn't it?

D.R. Thompson,
Felpham, West Sussex.

ED: You're right, when a magazine has moved publishers, there is bound to be a few problems. Now that the new staff have grabbed the bull by the horns, accuracy should not be a problem, and although I would sincerely love to pass the buck onto Mark Evans (the previous ed), I admit that some of the errors last issue were atrocious.



Merge maladies

I am writing to you on a very important matter. When I heard that ACU and CPC Computing were to merge, I thought than an already excellent magazine would be better with CPCC, but to my disappointment it hasn't. In fact I fell that it has become boring, dull, do I need to go on.

I have not written to you soon as I though things would pick up, but no such luck. I am thinking of changing to another magazine unless my mind can be changed by the promise that some of the old ACU will return. I wait in hope until next month.

Gary Backhoume (A long reader),
King's lynn, Norfolk.

ED: Welcome to a new era for ACU, I hope you like it better than the last one.

A wee plugette

I am starting a small magazine for Amstrad CPC users. I would be grateful if you would print my name and address for anyone who would like information about it.

If anyone does, could they please send me an A4 size stamped adressed envelope, which I will send back with loads of info. Also if anybody knows about machine code, could they contact me. Lastly I would like to thank all the software companies that have replied to the letters I have sent to them.

John Mullen,
62 Lonsdale Street,
Workington,
Cumbria,
CA14 2YD.

ED: No! There's no way we'll give away your address.

Doctor, doctor

Before I start, allow me to tell you about your fab mag. It's BRILL! Keep it up!

Oh yes, what's a computer virus? What do I do is I've got one on my 6128? Speaking of viruses...

Doctor, doctor, I've just crossed the M5 motorway!

What did you get?

Run over!

Shiv Sinha,
Walsall, West Midlands.

ED: If you keep telling awful jokes like that, you deserve to catch a computer virus.

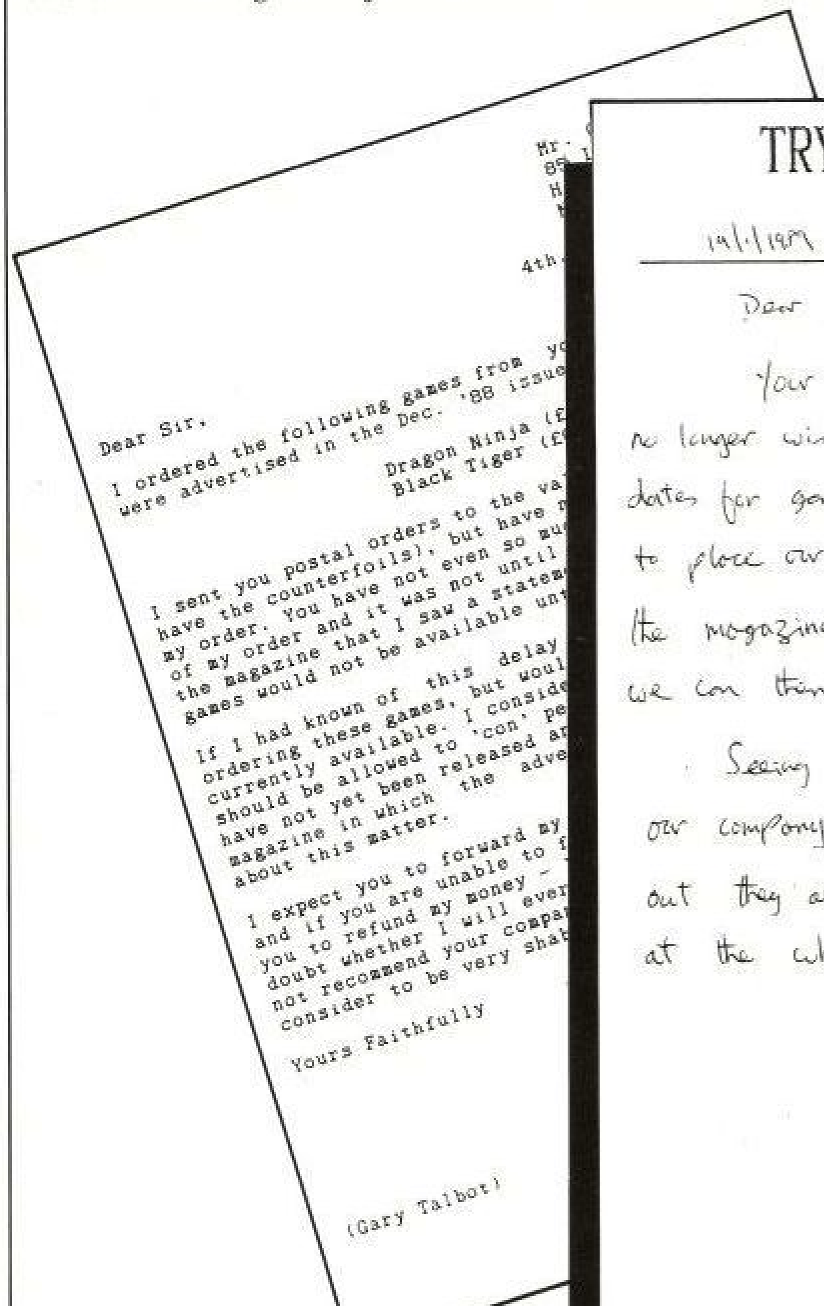
A word of warning

Firstly, I would like to say how disappointed I am with your magazine. I enjoyed having a selection of magazines to choose from but now, after two mergers, I don't have any choice left. Your latest format is not to my liking. 10 or more pages of games reviews is too much – even in a 74 page magazine. Many of the features I enjoyed in CPCC and AMTIX have disappeared along with the titles, and many of the features I enjoyed in ACU have been replaced by the less interesting items from the other two. I must admit that what is left is quite good, but there just isn't enough of it. Now to the reason for my letter. I have a young friend who had a run-in recently with a mail order company. He sent off to TRYBRIDGE SOFTWARE Ltd. for two games which they were advertising. There were Dragon Ninja and Black Tiger. The ad was in the December '88 issue of ZZAP64. He still had not received his games, which he paid for by postal order, by January 4th. In the next issue my friend noticed that there had been a rider added to the ad to the effect that new games were subject to release dates being fulfilled. This had not been included in the pre-Christmas ad. I have also seen similar ads by this company in my own mags (including you), and these don't mention the possibility of delays either!

This is where I came in. Gary asked me to put a letter together – as it was over 28 days since he'd placed the order – which I did. I enclose copies of my letter and their reply. As you can see, it's less than helpful, less than conciliatory and certainly not the kind of letter one would send to a 13 year old boy!

It amazes me that a company can claim to be able to supply a game months in advance of any hope of doing so without the ASA breathing down their neck. It amazes me even more that magazines allow such adverts to appear in the first place, especially when you are often seen to be droning on about the way games companies are ripping off the public. Little mention seems to be made of the mail order companies who do a good job of this themselves. As yet my friend has received no money from them and they seem to have changed names and moved premises. Their new name in PREMIER MAIL ORDER and they have also moved to a new address – though still in Essex. I hope you will publish some of this letter as a warning to other unsuspecting dupes. Remind them to phone first to chek availabilty. Make sure they know the company well and that they don't part with money until they are sure they can get the goods.

Mike Lyons,
Manchester.



Mr.
89
H
N

4th

Dear Sir,

I ordered the following games from yo
were advertised in the Dec. '88 issue

Dragon Ninja (£
Black Tiger (£

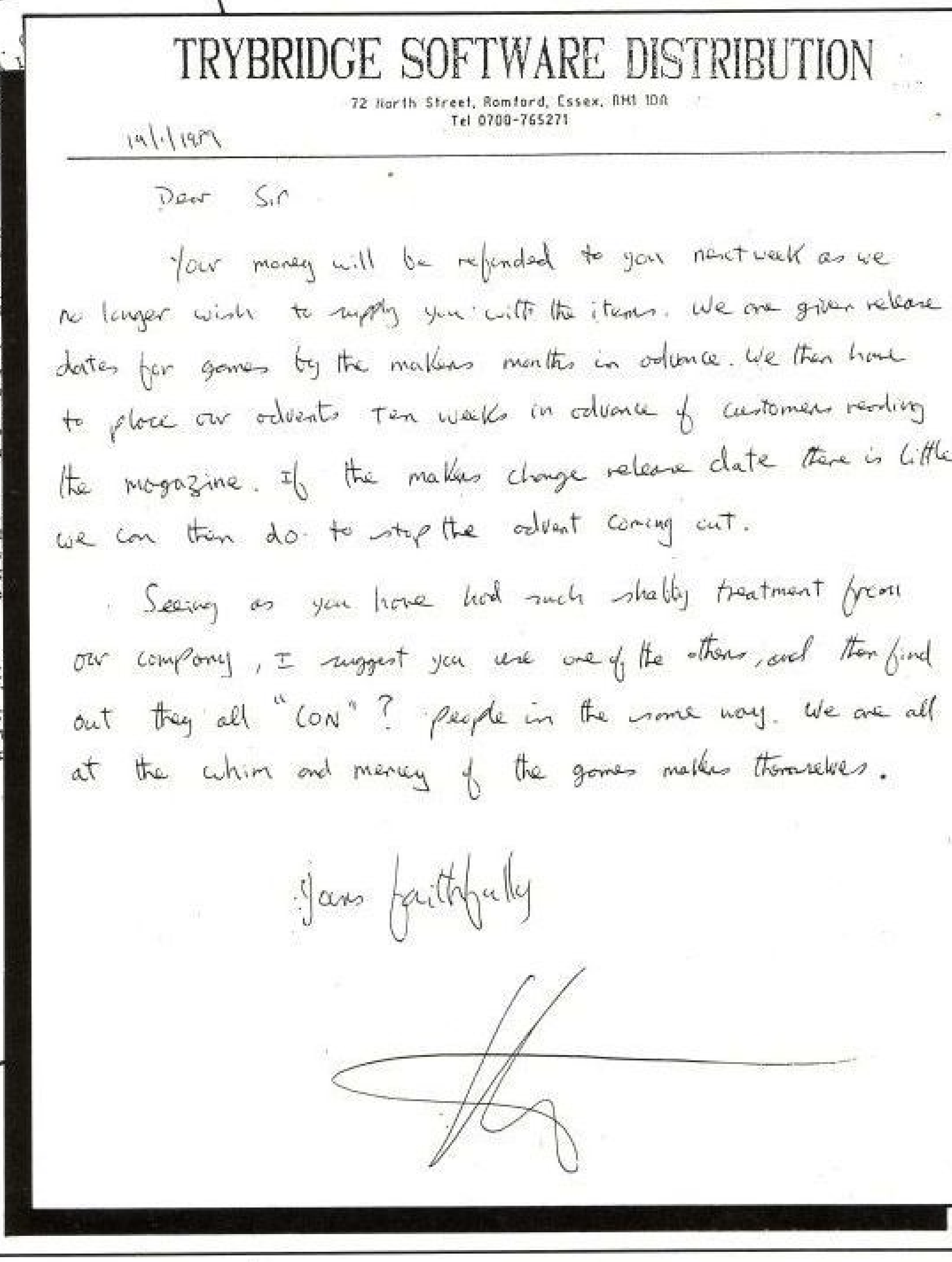
I sent you postal orders to the va
have the counterfoils), but have n
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of my order and it was not until
the magazine that I saw a statem
games would not be available un

If I had known of this delay
ordering these games, but woul
currently available. I conside
should be allowed to 'con' pe
have not yet been released ar
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about this matter.

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Yours Faithfully

(Gary Talbot)



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19/1/1989

Dear Sir

Your money will be refunded to you next week as we no longer wish to supply you with the items. We are given release dates for games by the makers months in advance. We then have to place our advents ten weeks in advance of customers reading the magazine. If the makers change release date there is little we can then do to stop the advent coming out.

Seeing as you have had such shabby treatment from our company, I suggest you use one of the others, and then find out they all "CON"? people in the same way. We are all at the whim and mercy of the games makers themselves.

Yours faithfully

ADVERTISERS' INDEX


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